

# “Marceline’s Mind”

## 1008-057

### Network Pitch

Date 12/06/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by  
Pendleton Ward

Creative Director  
Cole Sanchez

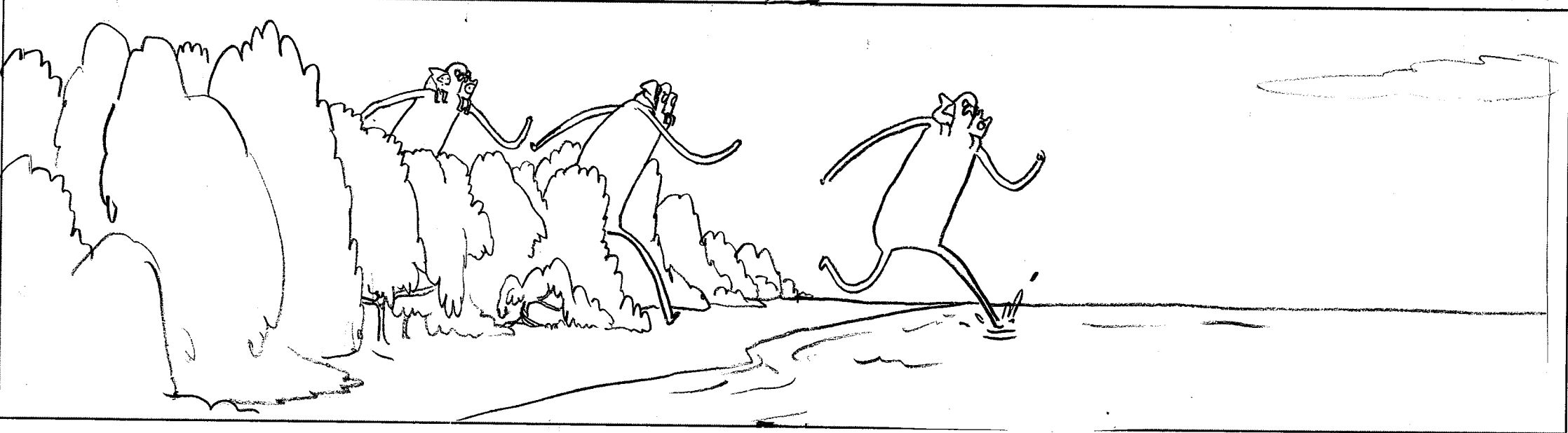
Storyboard by  
Tom Herpich & Ako Castuera

# ADVENTURE TIME



Page 1

Sc. 1 Pnl. A Bg. day night Sc. Pnl. B Bg. day night



Dialog:
Action: (BG from Ocean of Fear Dusk)
Timing:

100857  
EPISODE #

Production :

# ADVENTURE TIME



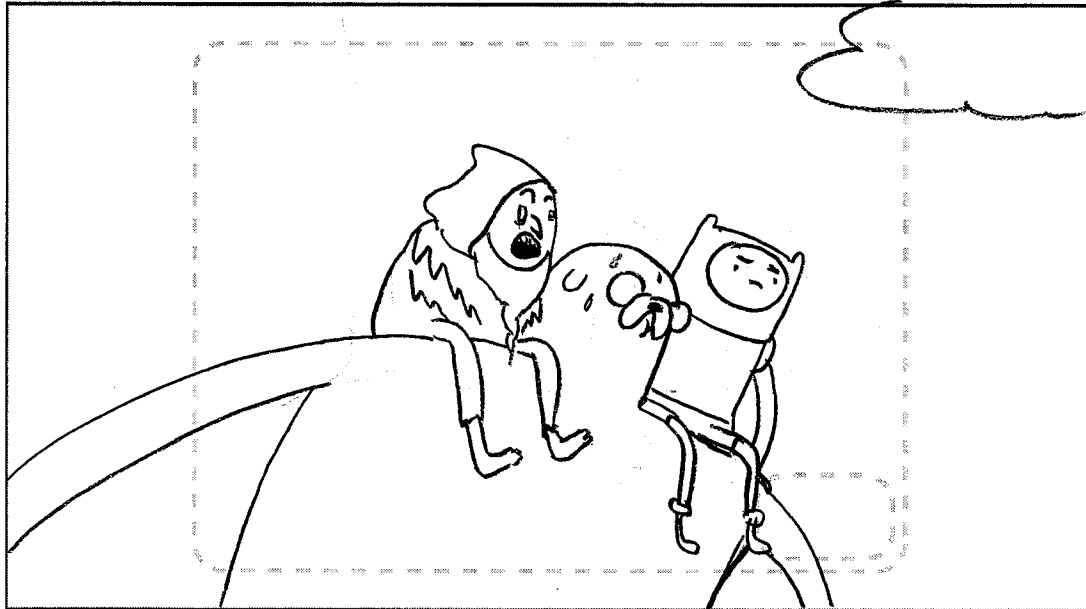
Page 2

Sc. 2

Pnl. A

Bg.

day night



Sc. 2

Pnl. B

Bg.

day night



Dialog:

Faster! She's in danger!

(J) (huffing puffing)  
(W) Faaster!

Action:

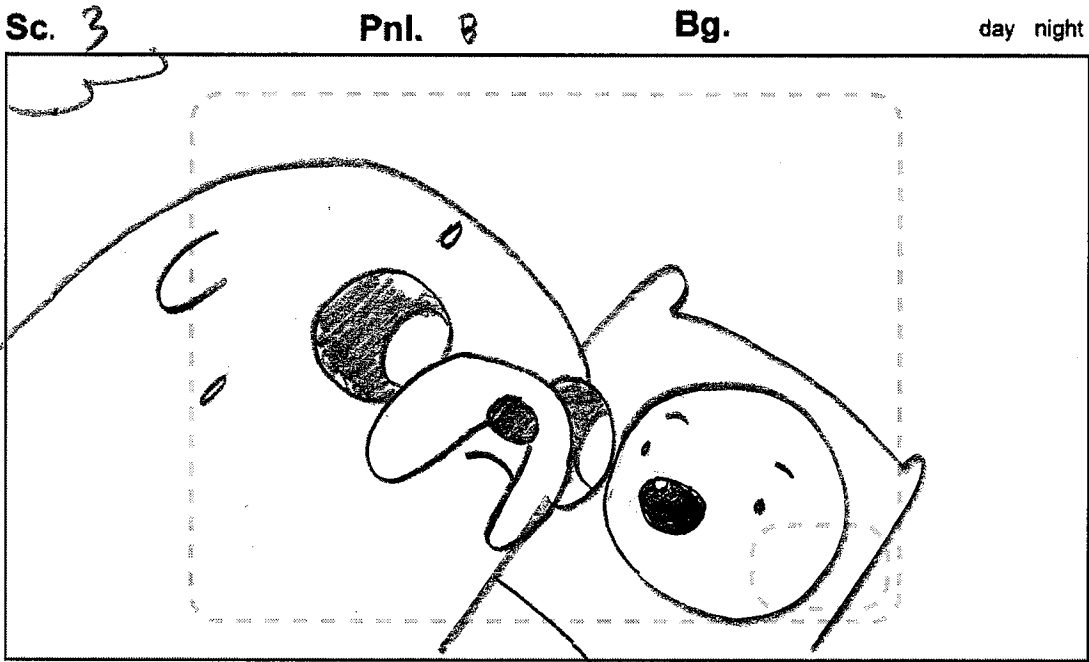
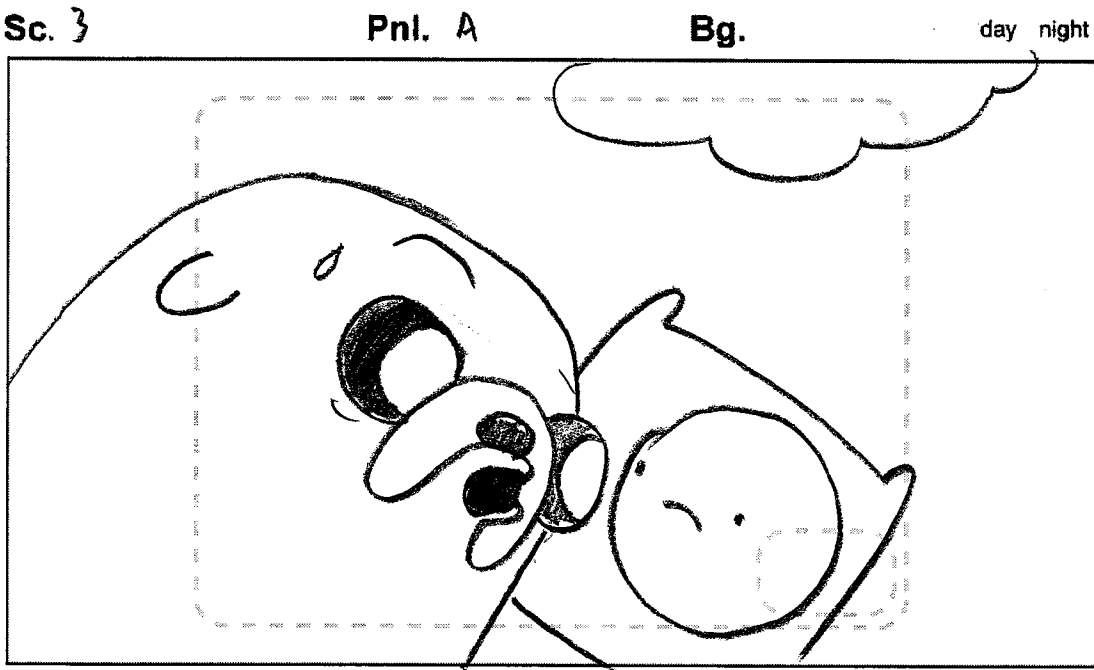
Timing:

100857

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(J) Who is he talking about? (F) <sup>(whisper)</sup> I have no idea!
Action:	
Timing:	

100857

EPISODE #

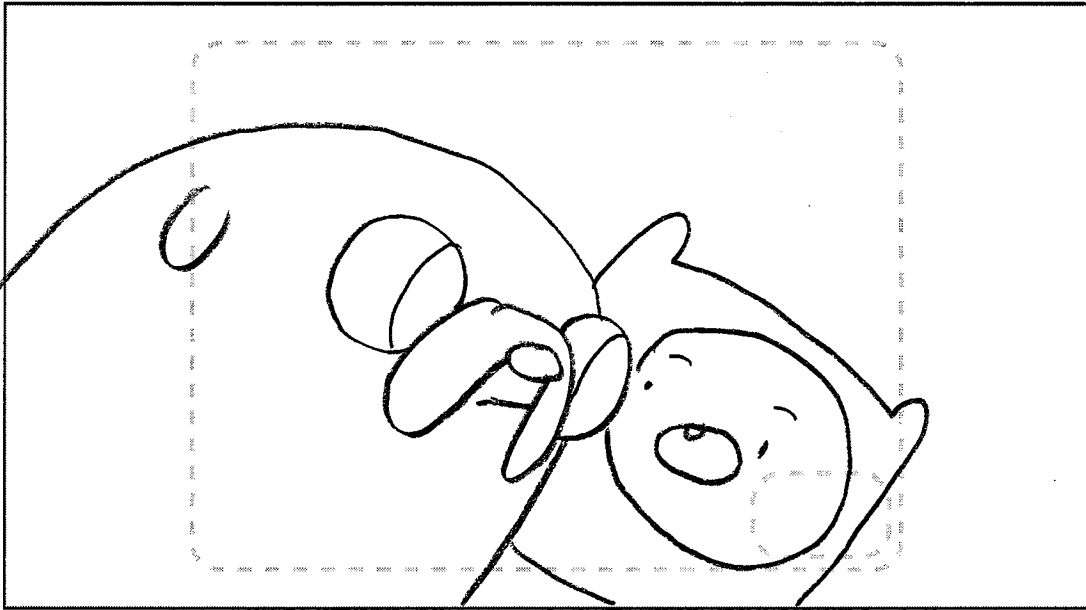
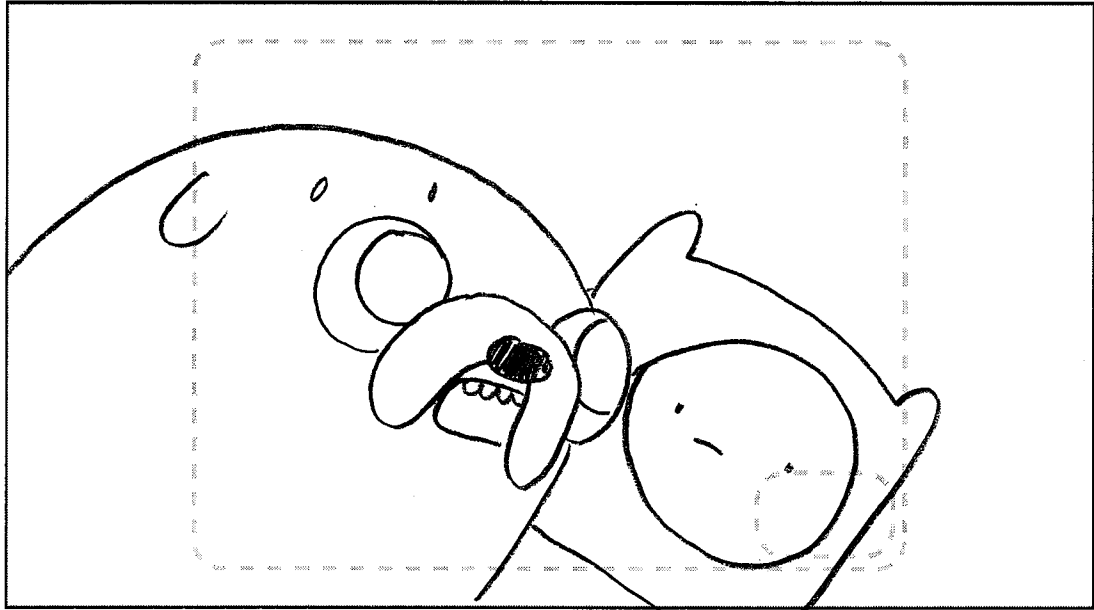
Production :



ADVENTURE TIME



Sc. 3 Pnl. C Bg. day night Sc. 3 Pnl. D Bg. day night



Dialog:
(J) What? then why'm I runnin so hard? (F) Be cause-! (normal voice)
Action:
Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



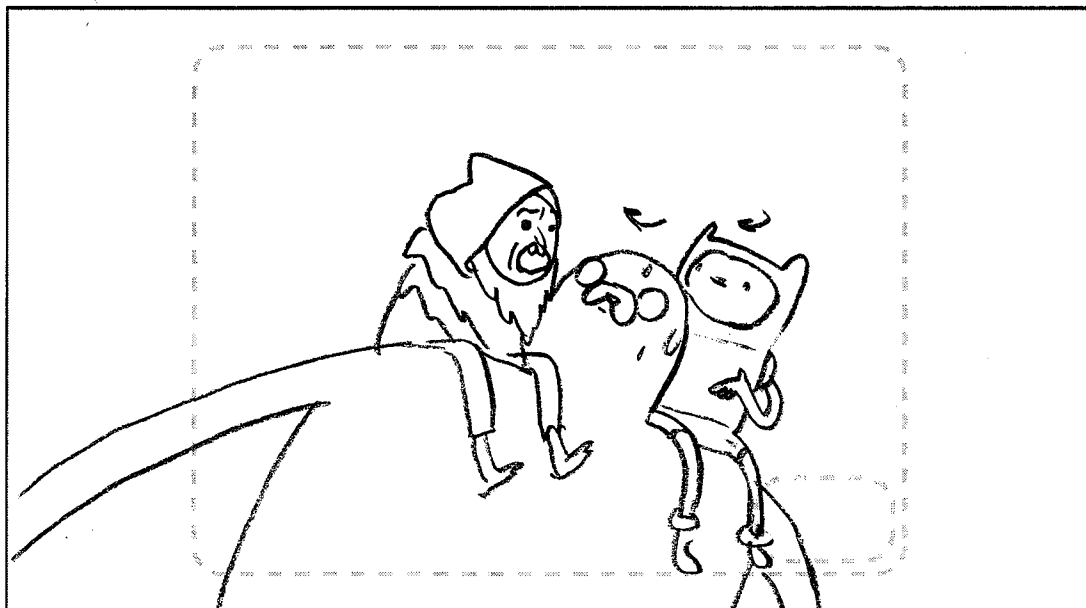
Page 5

Sc. 4

Pnl. A

Bg.

day night

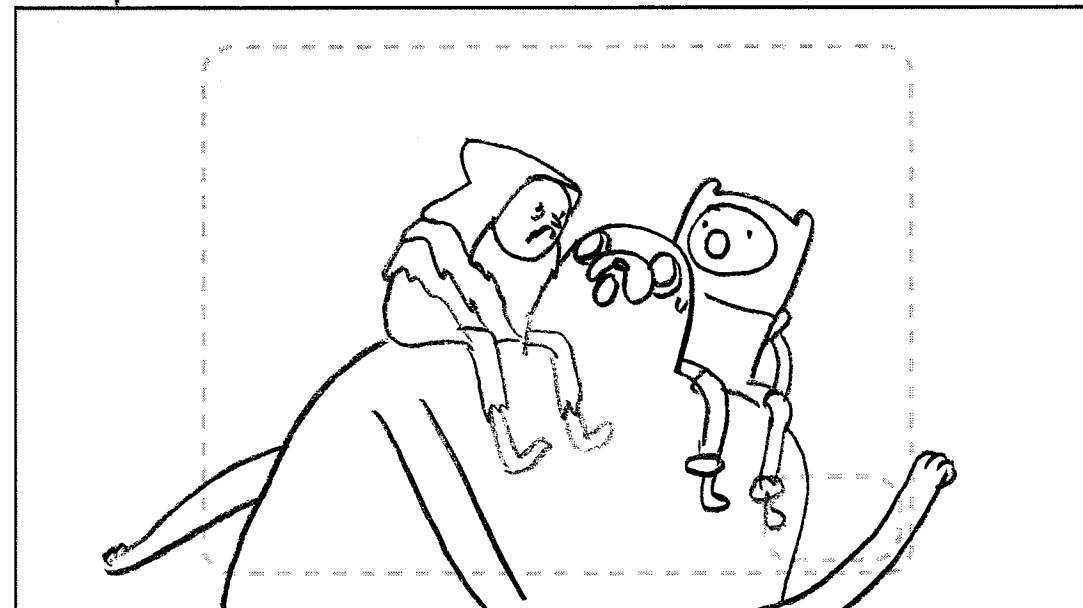


Sc. 4

Pnl. B

Bg.

day night



Dialog:

(W12) She's in TROUBLE!

(F&J) WHO IS!

Action:

Timing:

100857

EPISODE #

Production :

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# ADVENTURE TIME



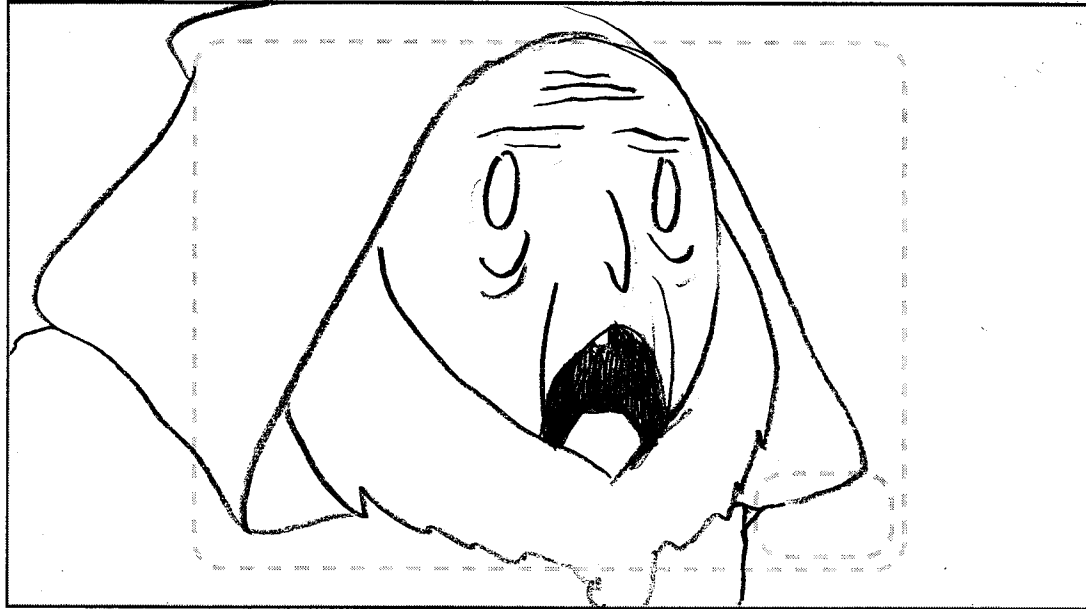
Page 6

Sc. 5

Pnl. A

Bg.

day night

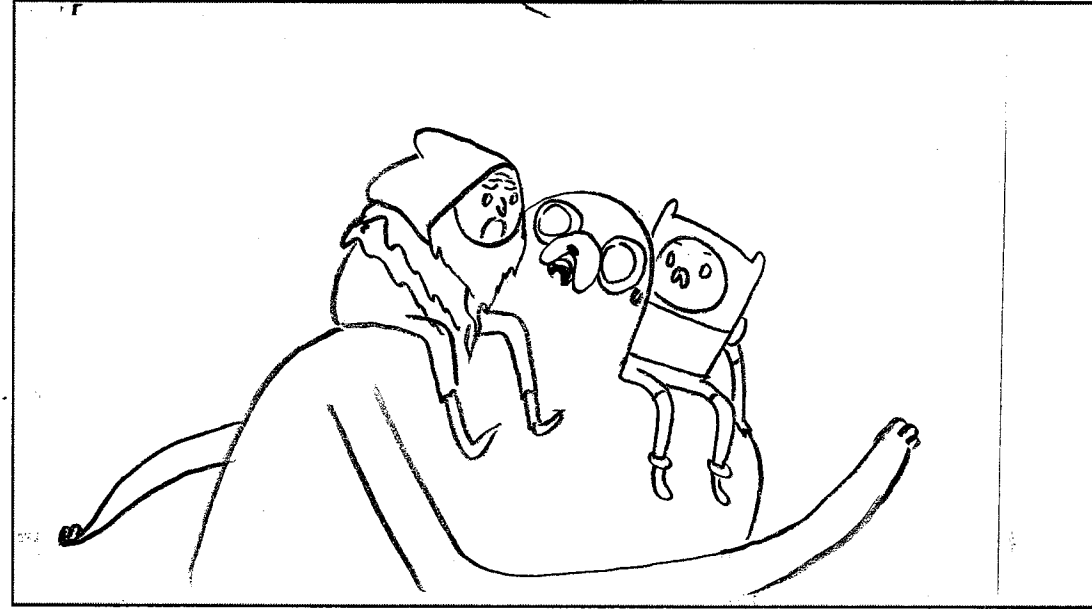


Sc. 6

Pnl. A

Bg.

day night



Dialog:

(W) M M M A A R R C E L I I I N E

Action:

Timing:

EPISODE # 498001

Production :

# ADVENTURE TIME



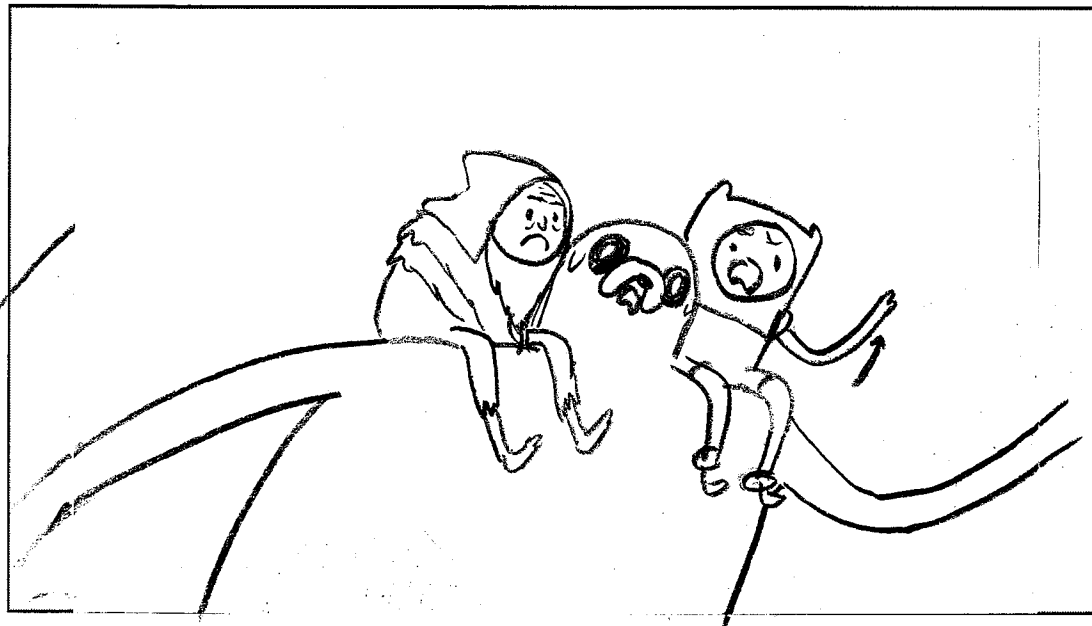
Page 7

Sc. 6

Pnl. B

Bg.

day night



Sc. 6

Pnl. C

Bg.

day night



Dialog:

(F) Faster Jake

(All) she's in trouble!!

Action:

(wipe)

Timing:

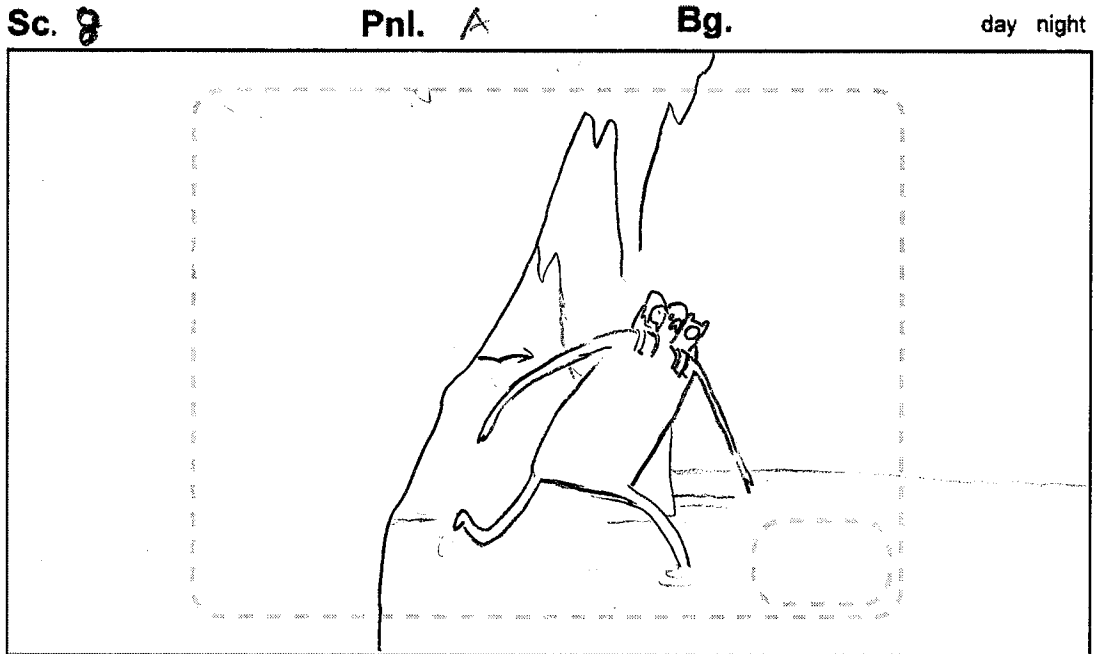
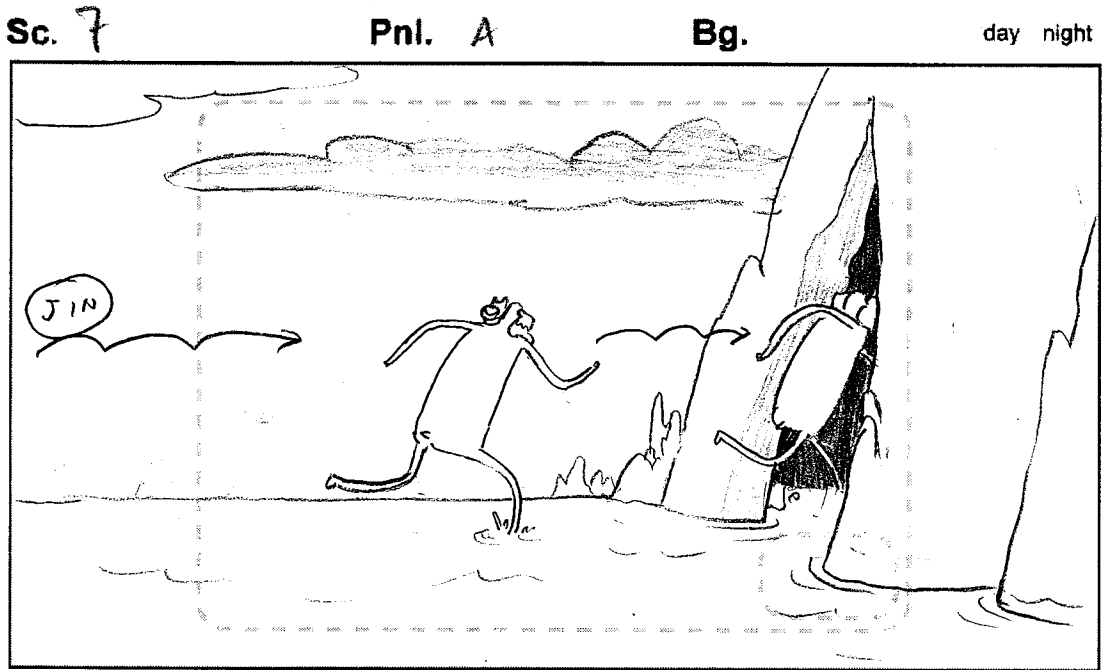
EPISODE #

Production :

100857

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ADVENTURE TIME



Dialog:
Action: (clouds are sky a little different/darker than previous scene)
Timing:

100857  
EPISODE #  
Production :

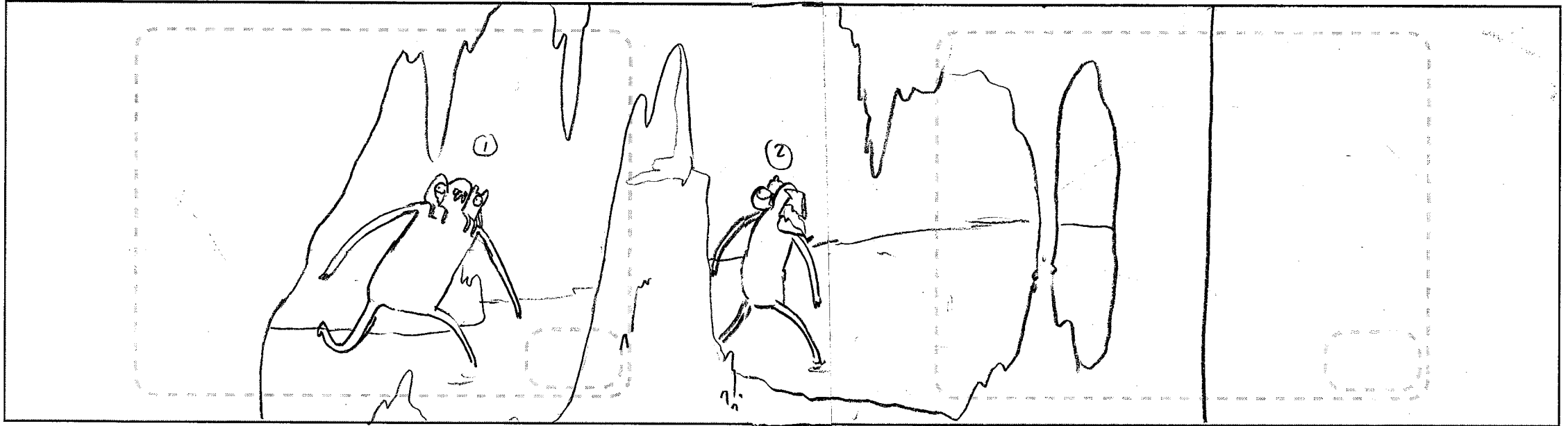
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# ADVENTURE TIME



Page 9

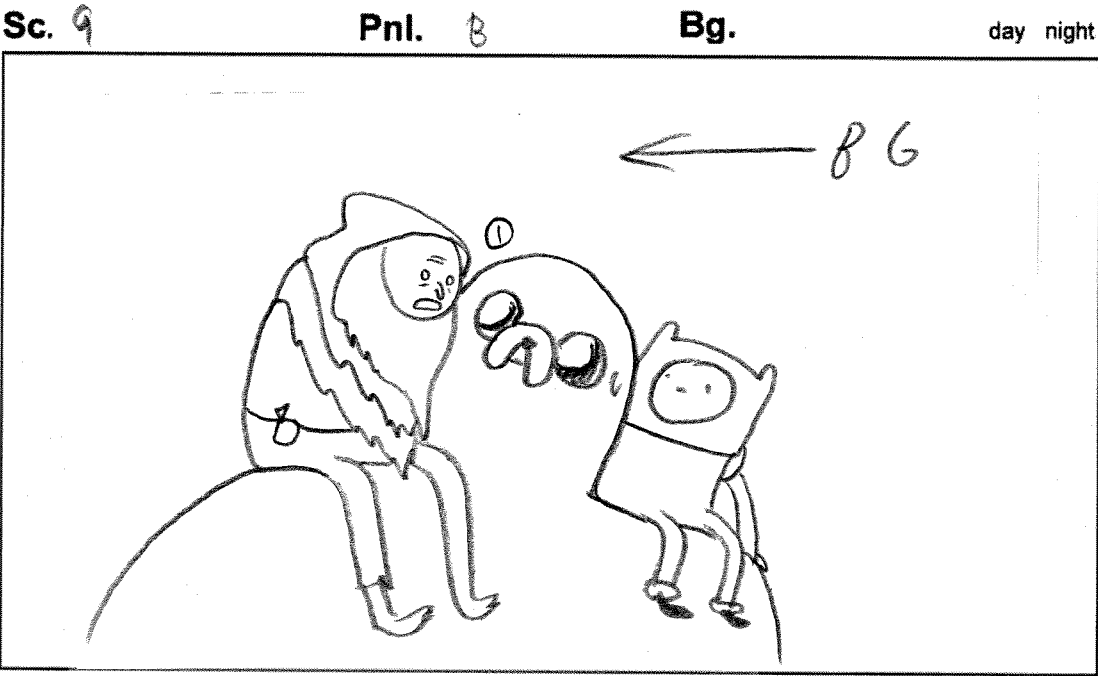
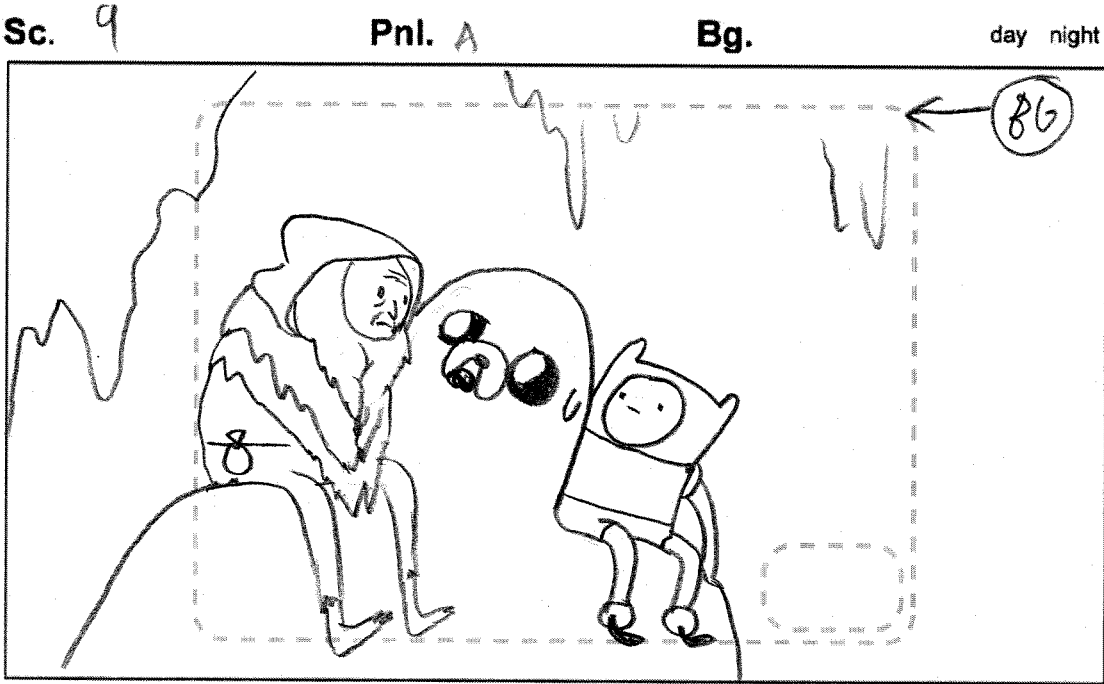
Sc. 8 Pnl. 8 Bg. day night Sc. C Pnl. Bg. day night



Dialog:
Action:
Timing:

100857  
EPISODE #  
Production :

# ADVENTURE TIME



Dialog: ① hey wizard, how do you know Marceline? ② I'm ~~her~~ her spirit animal.

Action:

Timing:

②

100857

EPISODE #

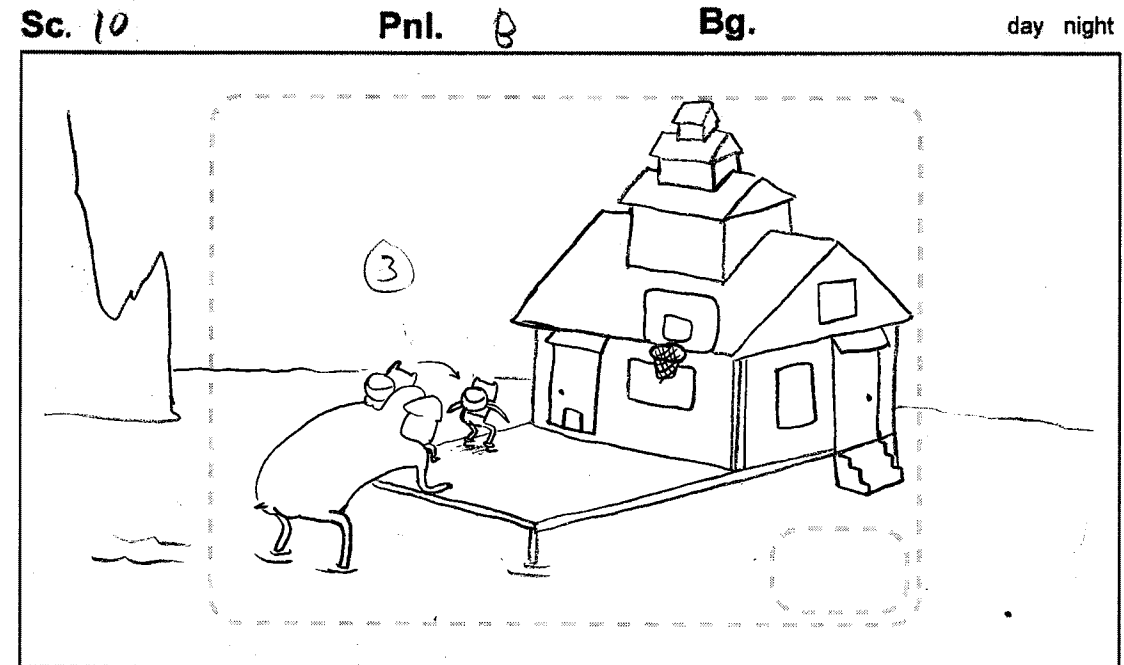
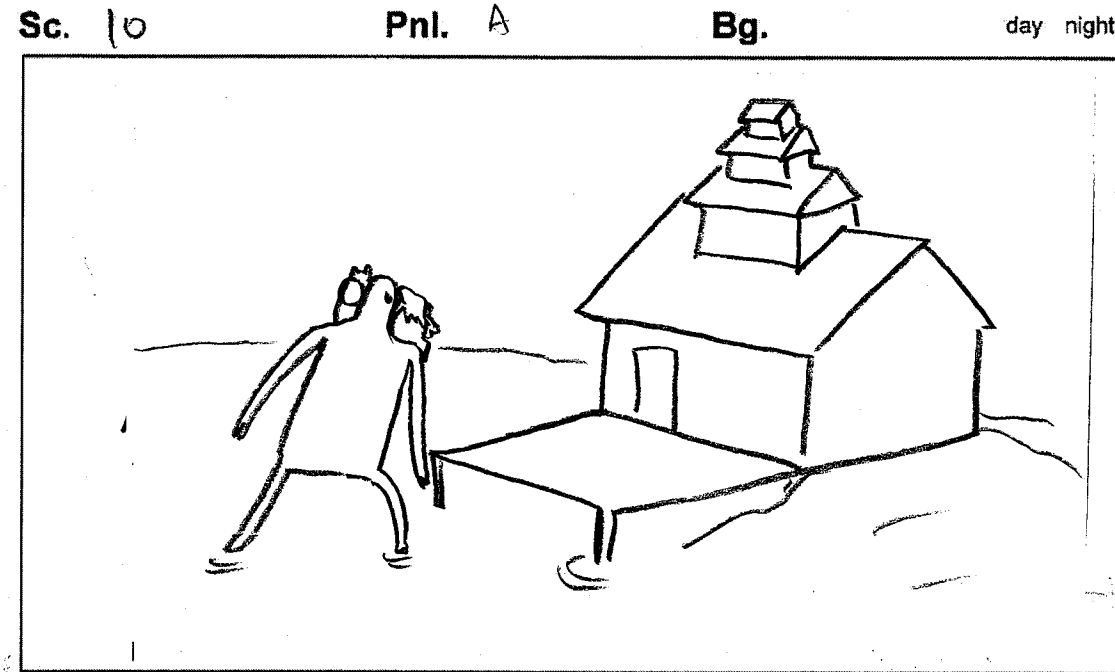
Production #

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# ADVENTURE TIME



Page 11



Dialog:

Action:

Timing:

100857

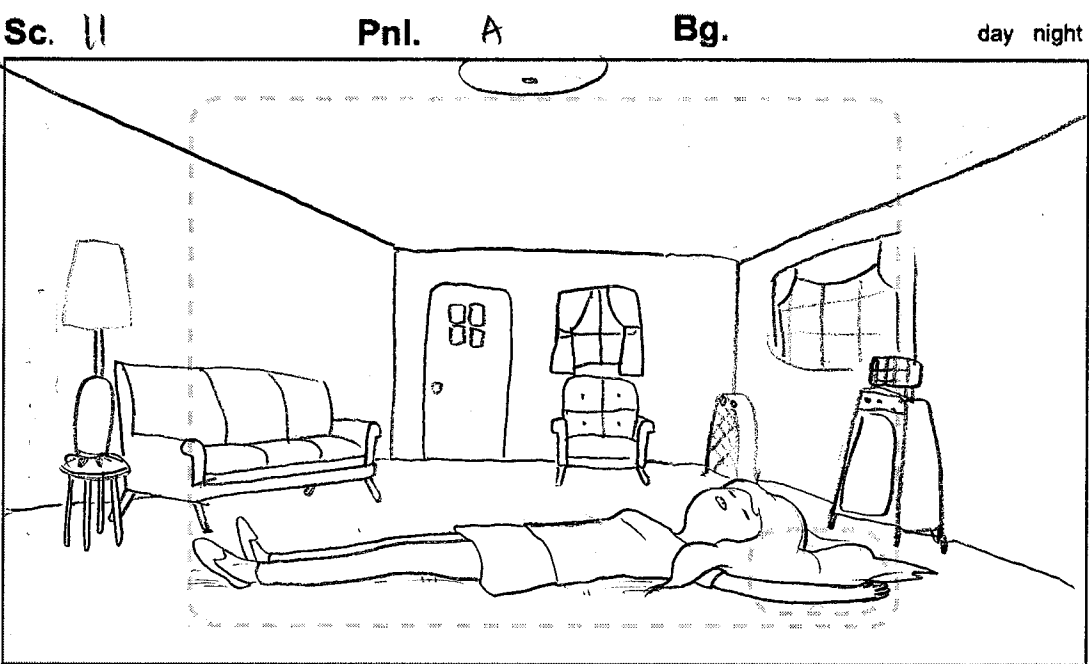
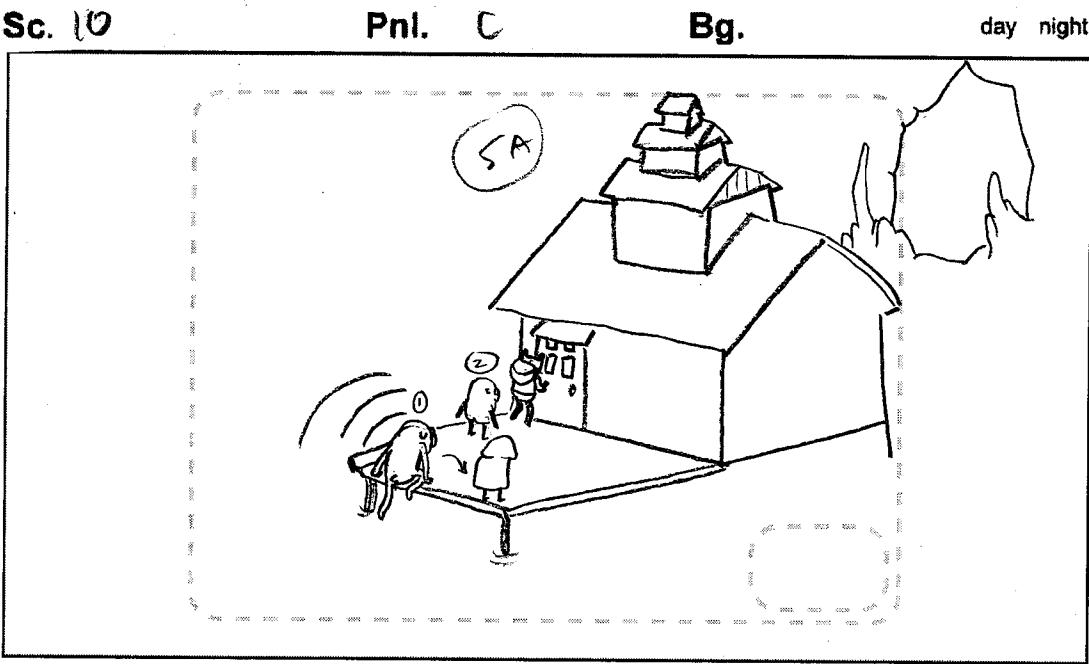
EPISODE #

Production :



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ADVENTURE TIME



Dialog:
Action: Jake shrinks down.
Timing:

EPISODE #

Production :

100857

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# ADVENTURE TIME



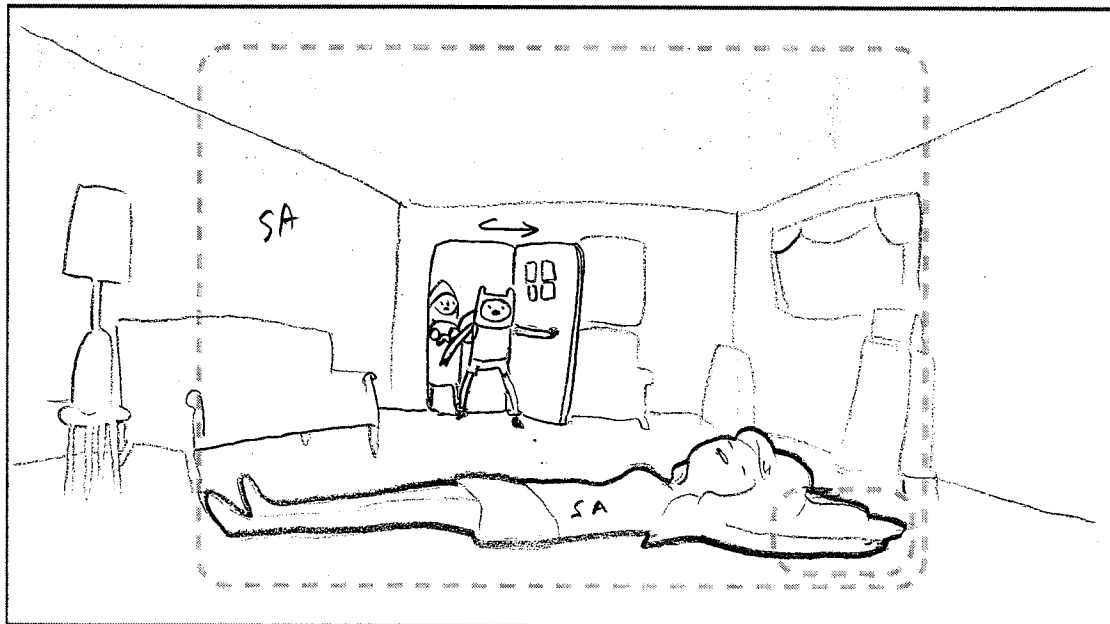
Page 13

Sc. 11

Pnl. 8

Bg.

day night

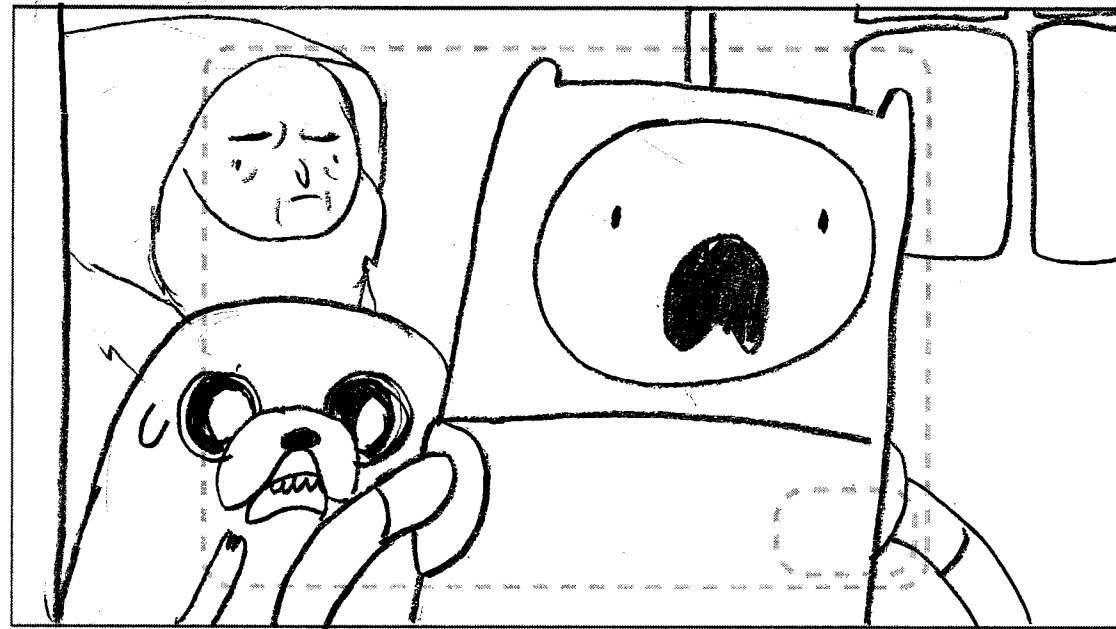


Sc. 12

Pnl. A

Bg.

day night



Dialog:	<u>F&amp;J</u> = Gasssp! :
Action:	
Timing:	

100857

EPISODE #

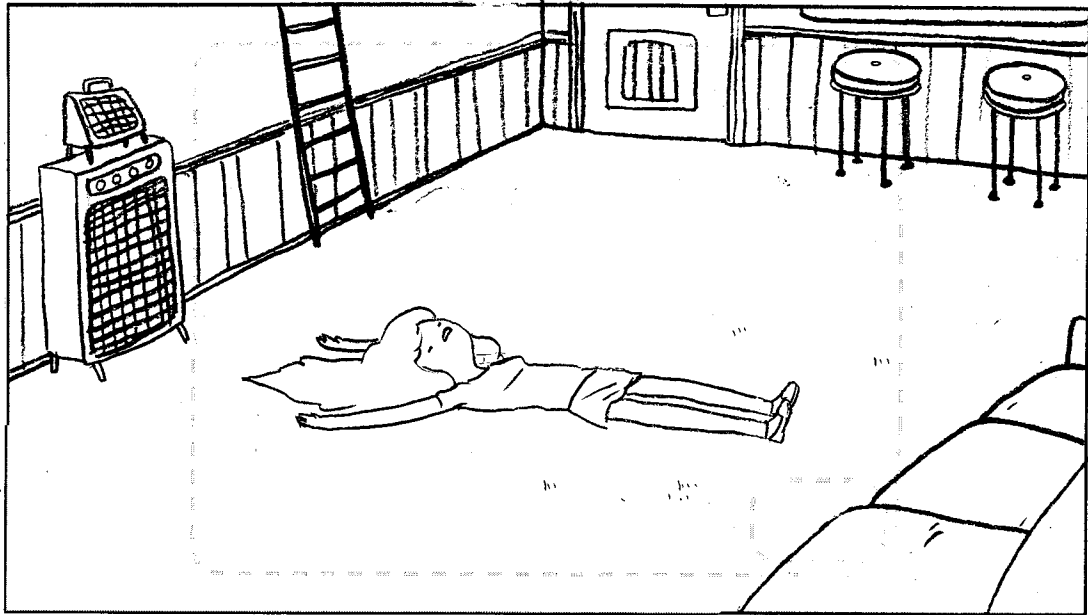
Production :

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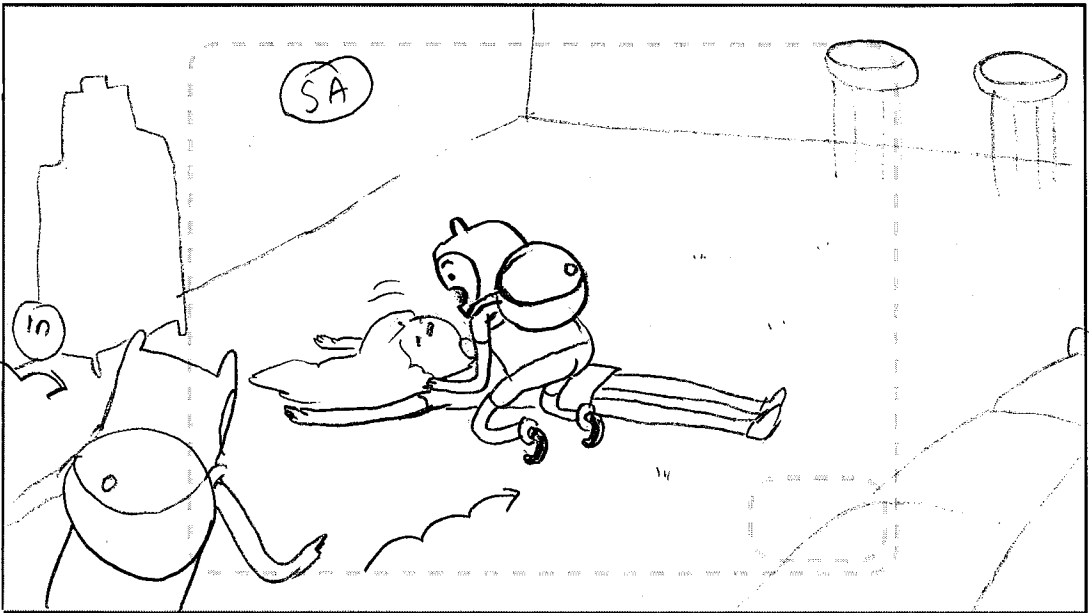
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog:	(F) Marceline !!
Action:	F shakes marceline
Timing:	

258001

EPISODE #

Production :

# ADVENTURE TIME



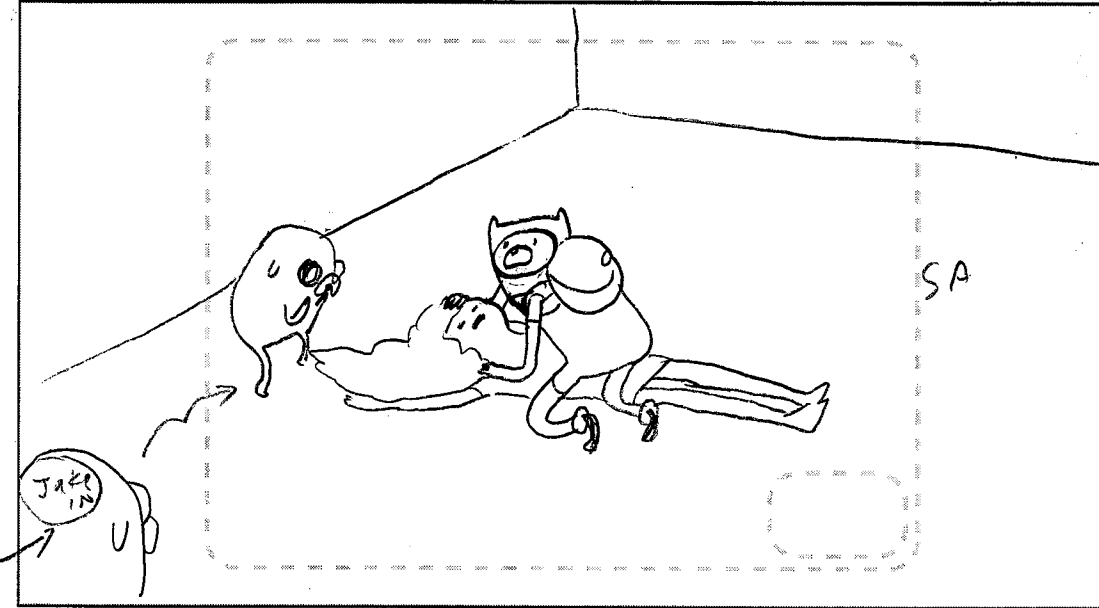
Page 15

Sc. 13

Pnl. C

Bg.

day night

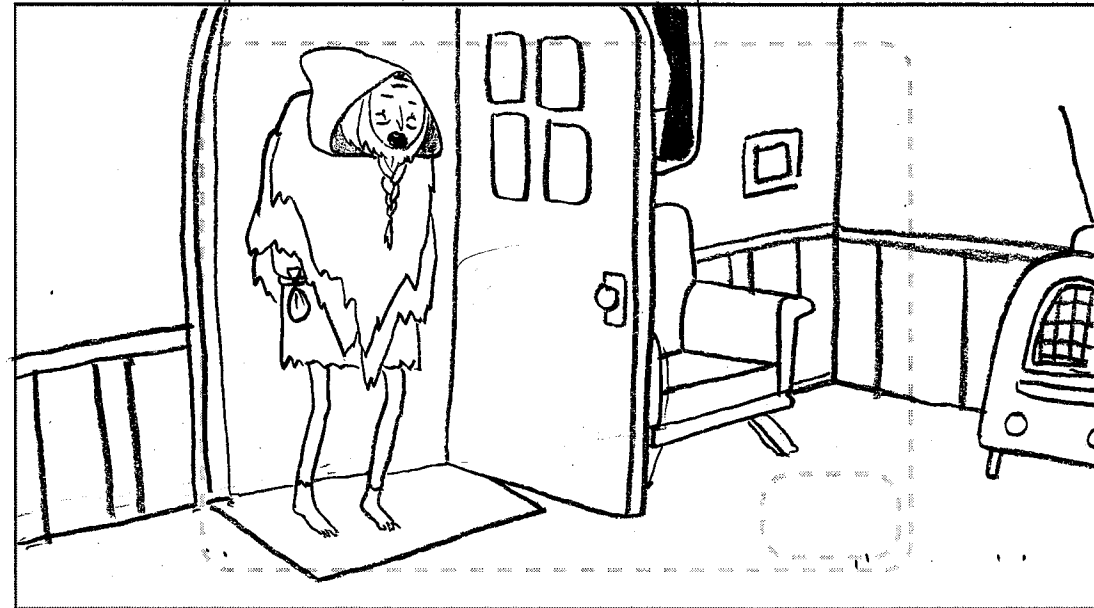


Sc. 14

Pnl. A

Bg.

day night



Dialog:

(F)

What's wrong with her?

(WIZ)

She accidentally cast a sleep spell upon herself.

Action:

Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



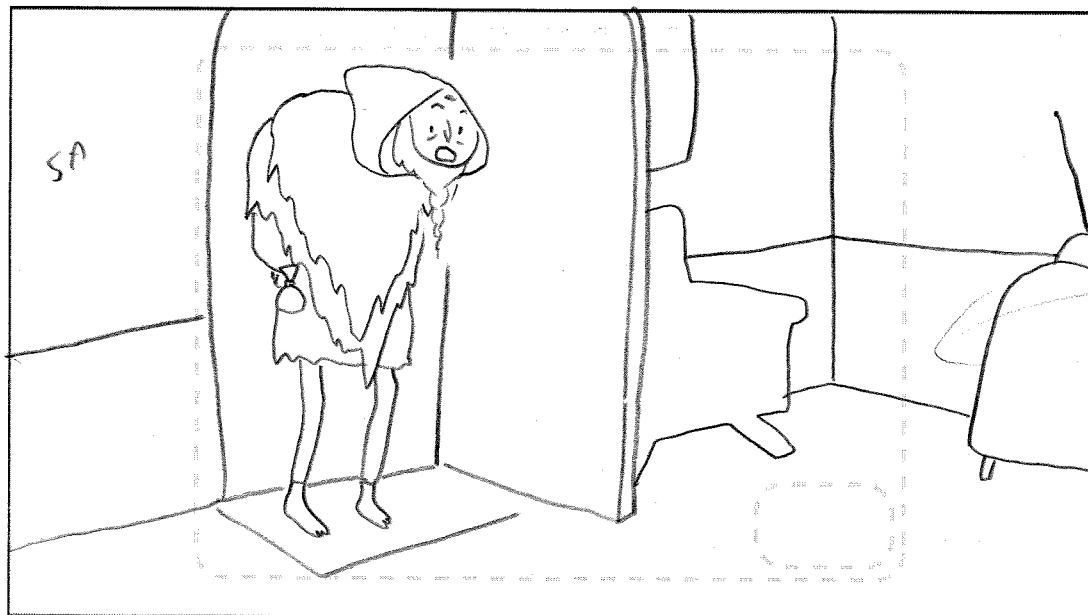
Page 16

Sc. 14

Pnl. 8

Bg.

day night

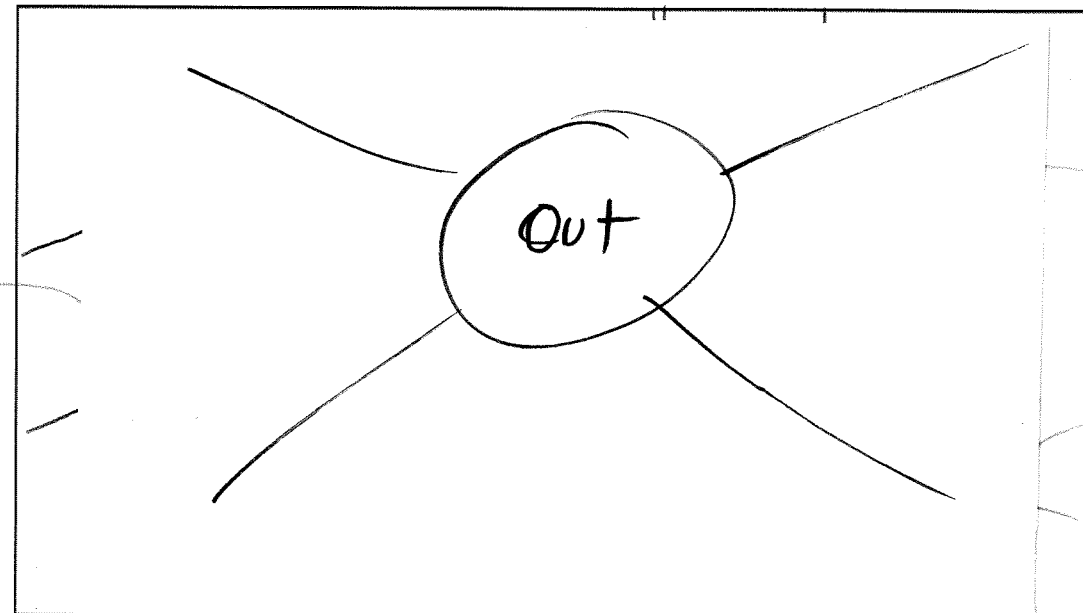


Sc. 15

Pnl. A

Bg.

day night



Dialog:

(W) And now she's trapped in Eternal Slumber!

Action:

Timing:

100857

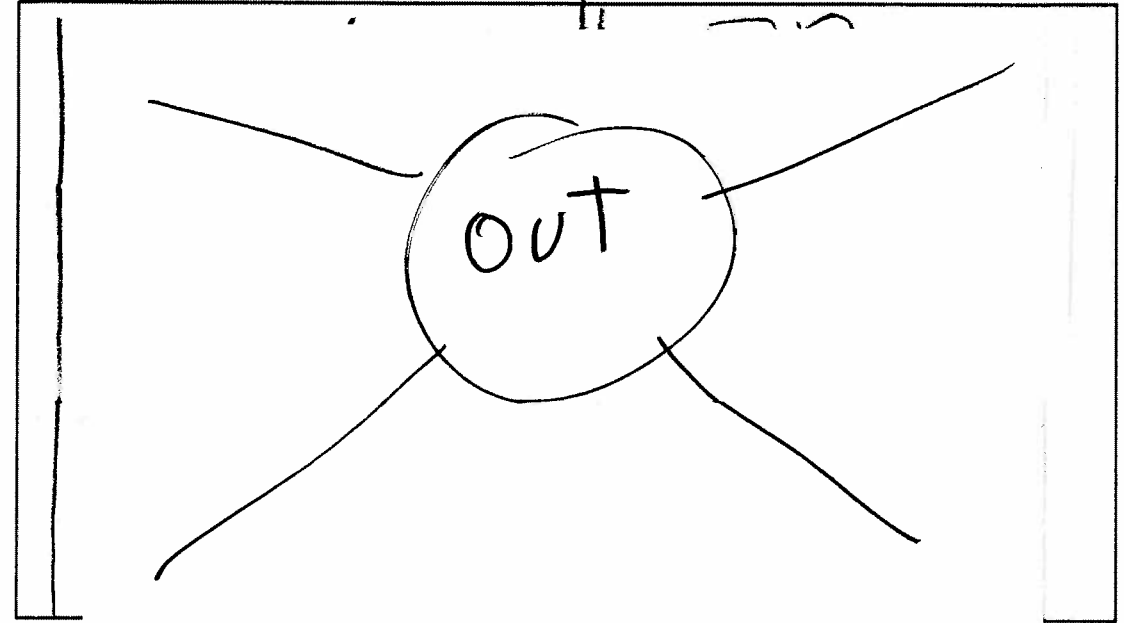
EPISODE #

Production :

# ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night

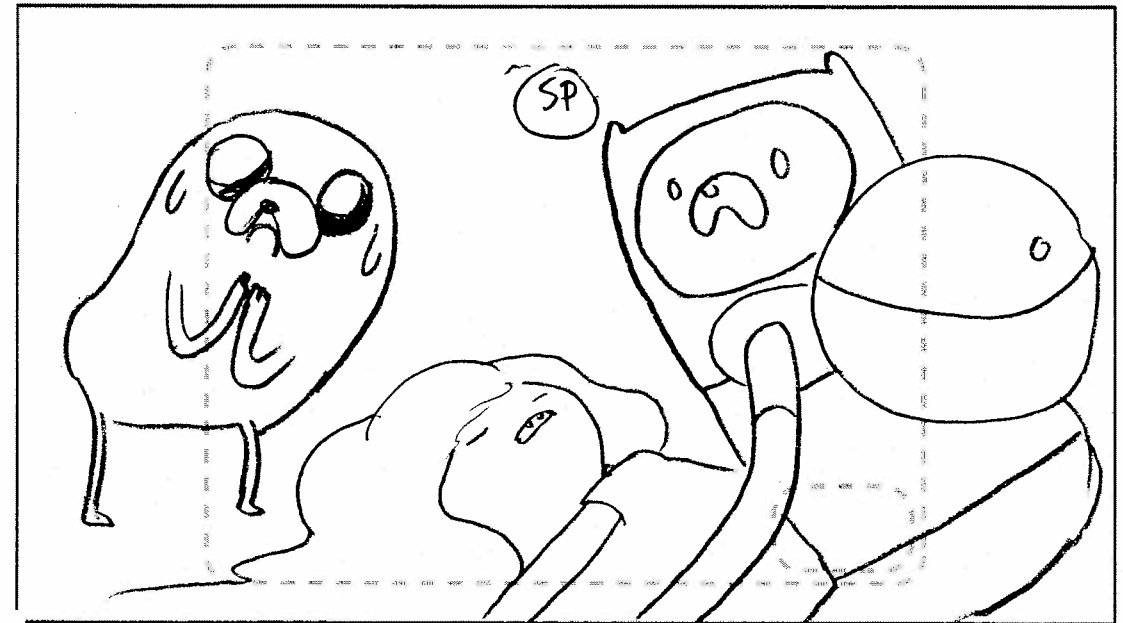


Dialog

Action

Timing:

Sc. 17 Pnl. A Bg. day night



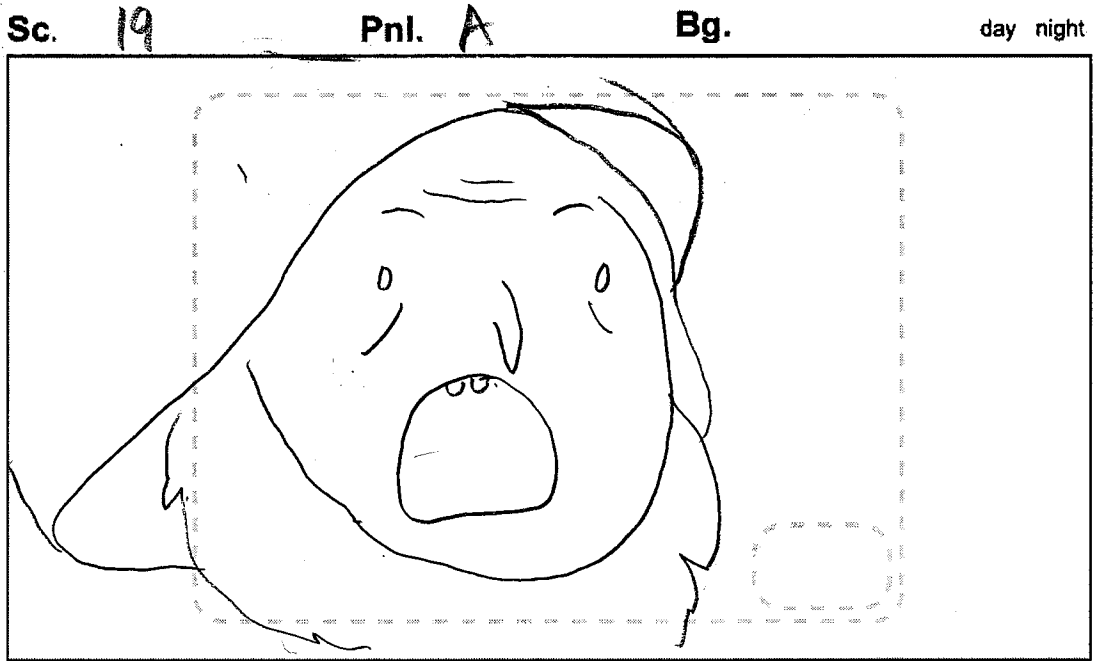
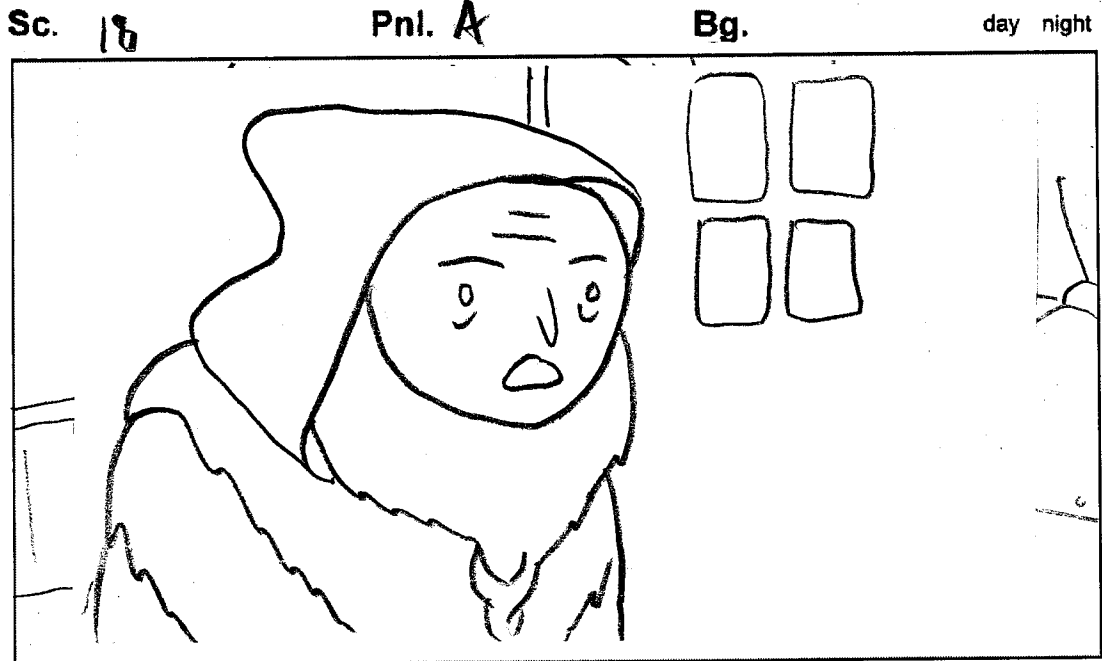
(Fi) Tell us how to break the spell ?!



100857 EPISODE #

Production :

ADVENTURE TIME



Dialog: (W) the only way to do that, is to look (W) INSIDE HER MIND.

Action:

Timing:

100857  
EPISODE #  
Production :

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ADVENTURE TIME



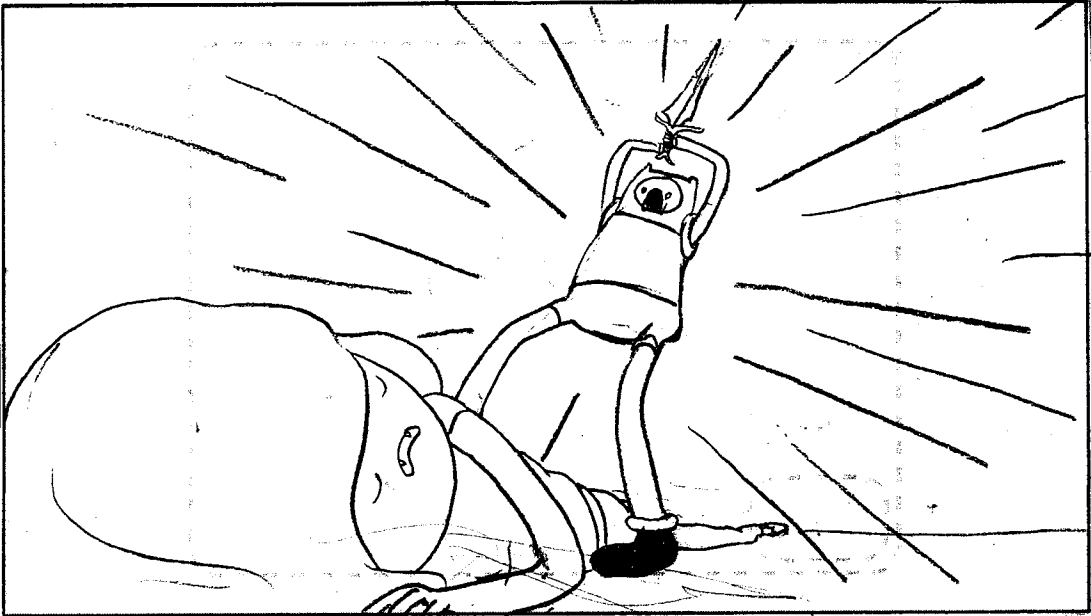
Page 19

Sc. 20

Pnl. A

Bg.

day night

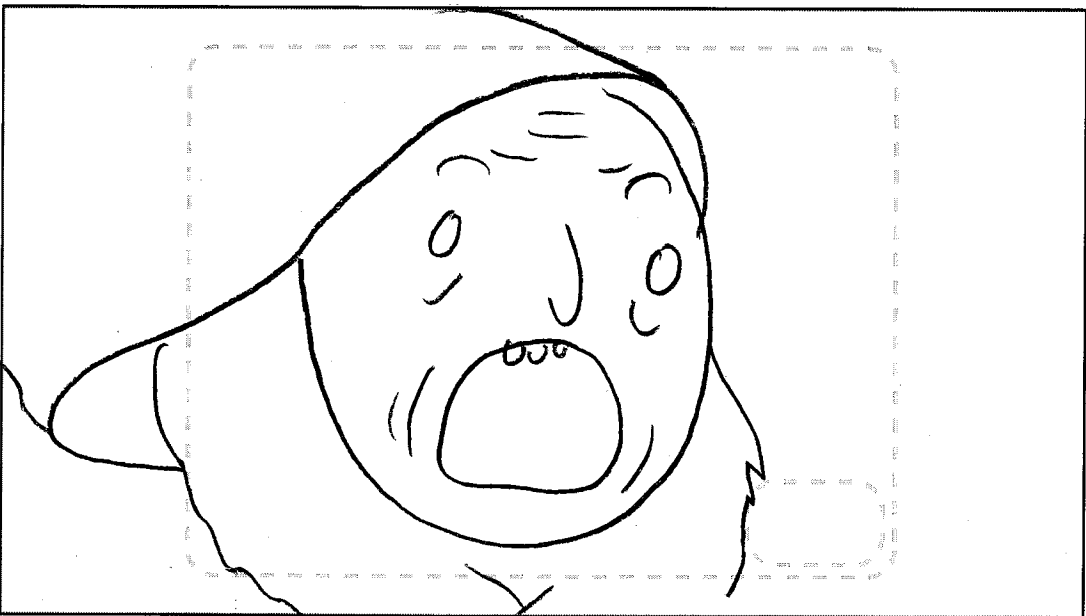


Sc. 21

Pnl. A

Bg.

day night



Dialog:

(F) So BE IT!

(Wiz) STOP! What are you doing?

Action:

Timing:

100857

EPISODE #

Production :



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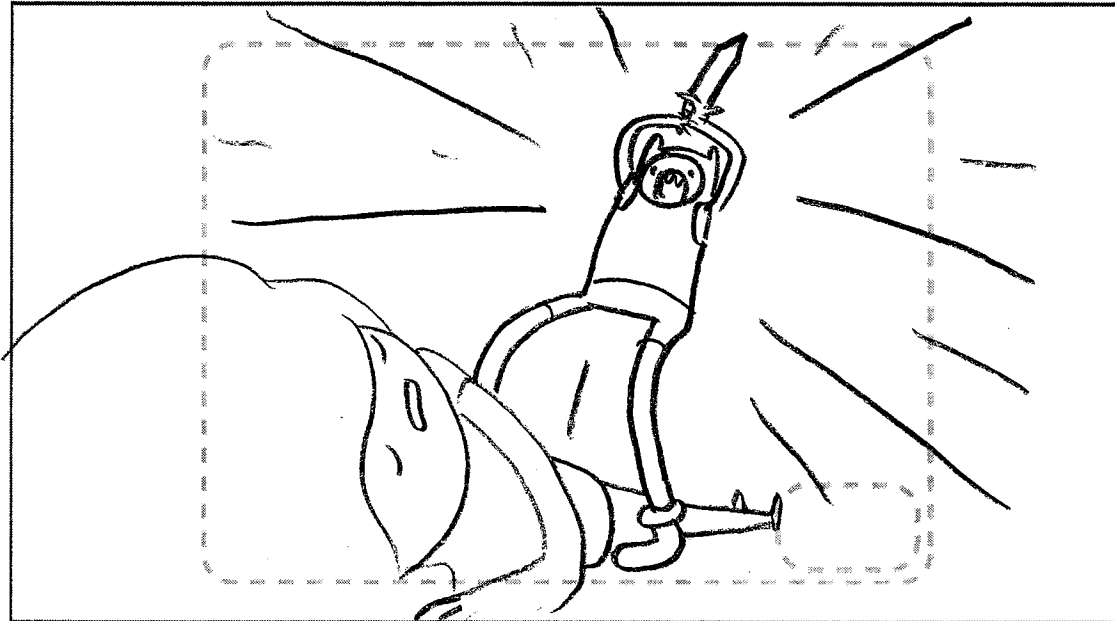
Page 20

Sc. 22

Pnl. A

Bg.

day night

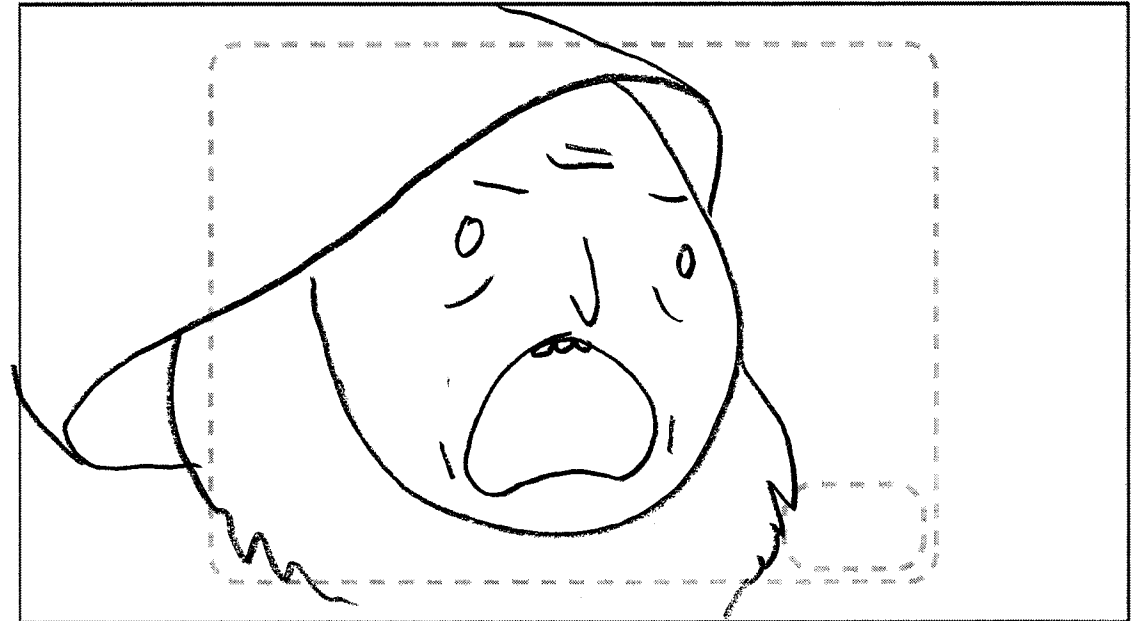


Sc. 23

Pnl. A

Bg.

day night



Dialog:	<p>(F) I'm gonna cut her open and look at her brains!</p> <p>(W) Fool! we'll use my wizard magic.</p>
Action:	
Timing:	

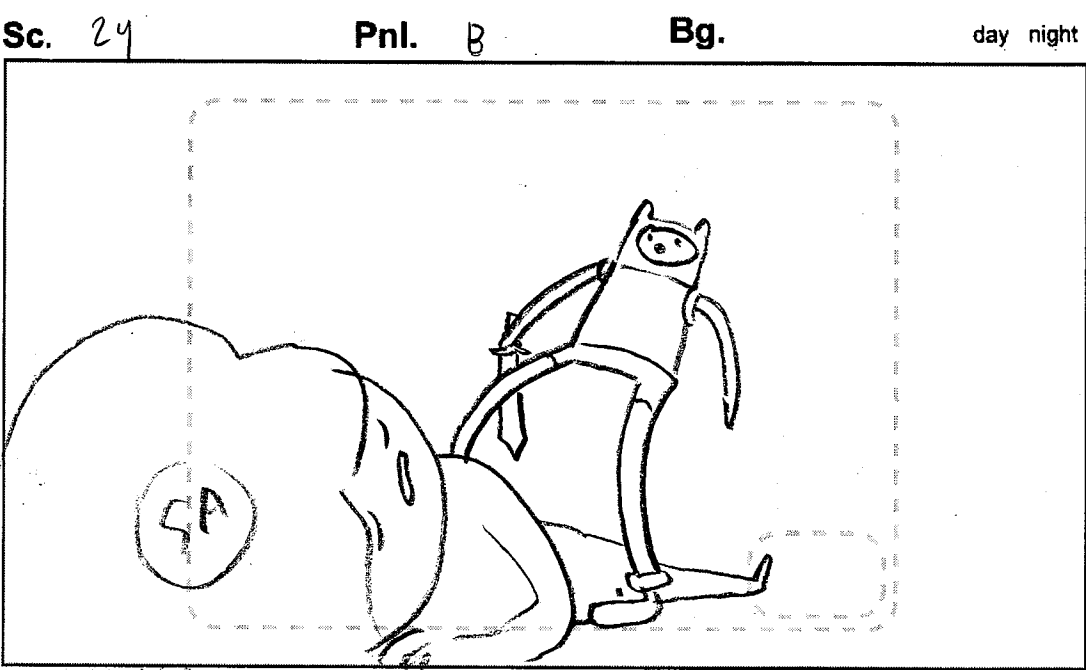
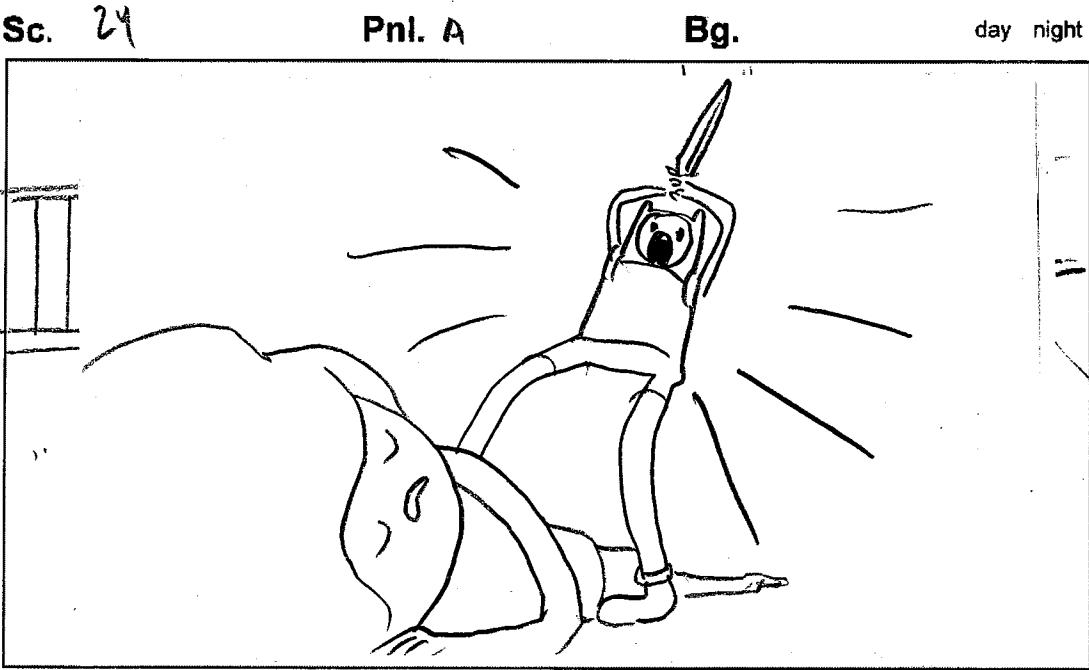
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EPISODE #

Production :

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ADVENTURE TIME



Dialog:	(beat)	(F) oh. okay.
Action:		
Timing:		

Production : EPISODE # 100857

ADVENTURE TIME



Sc. 25

Pnl. A

Bg.

day night

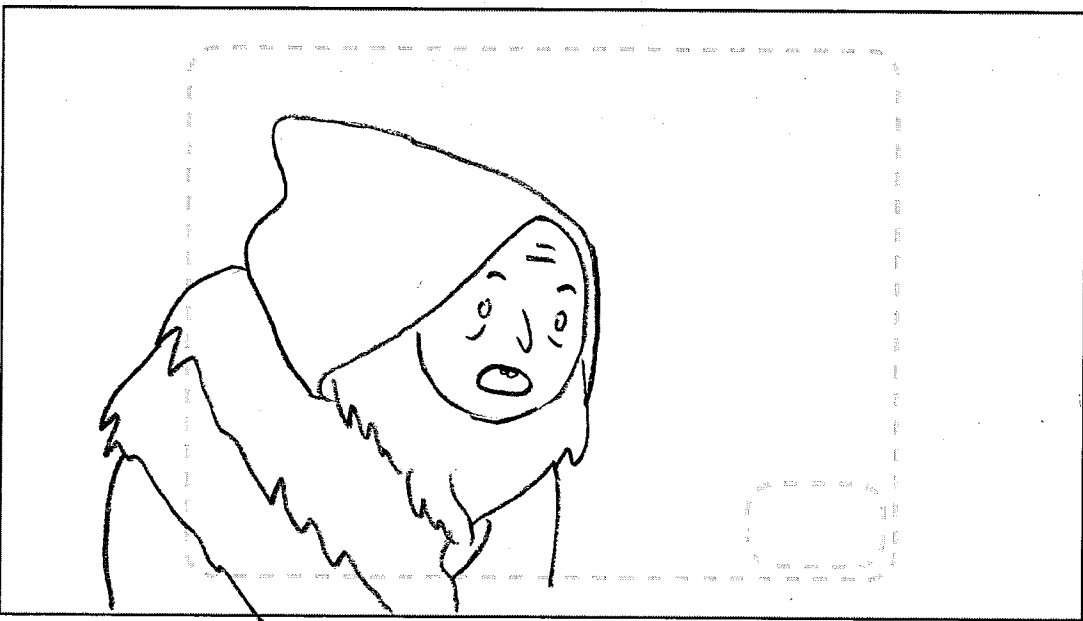


Sc. 25

Pnl. B

Bg.

day night



Dialog:	(Wiz) I'll transport you into Marceline's mind, where you will walk through her memories, and find the <sup>Memory</sup> Core.
Action:	
Timing:	

EPISODE # 100857

Production :

# ADVENTURE TIME

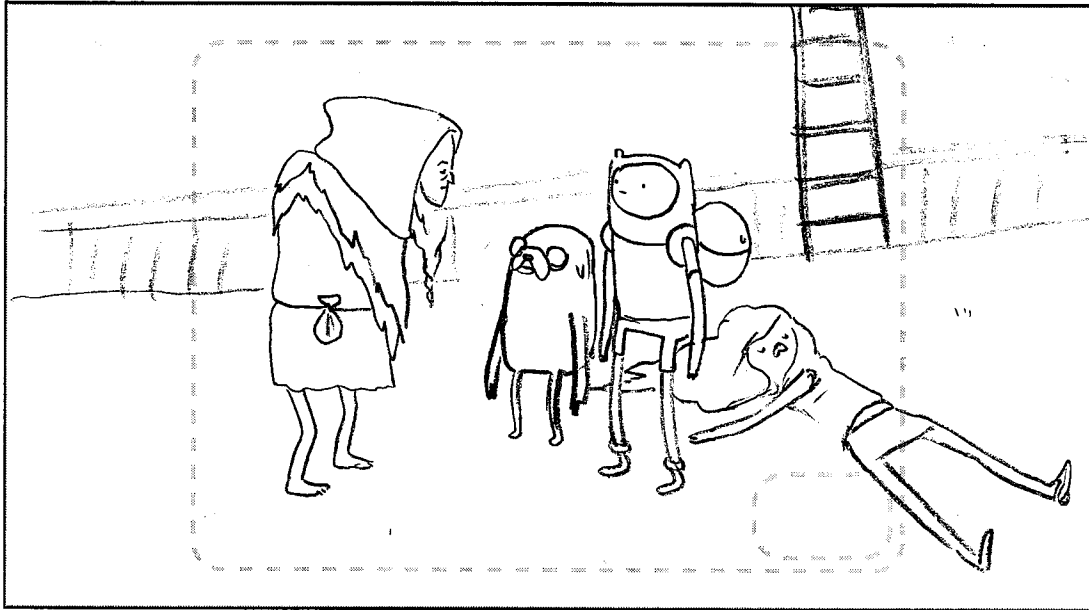


Sc. 26

Pnl. A

Bg.

day night

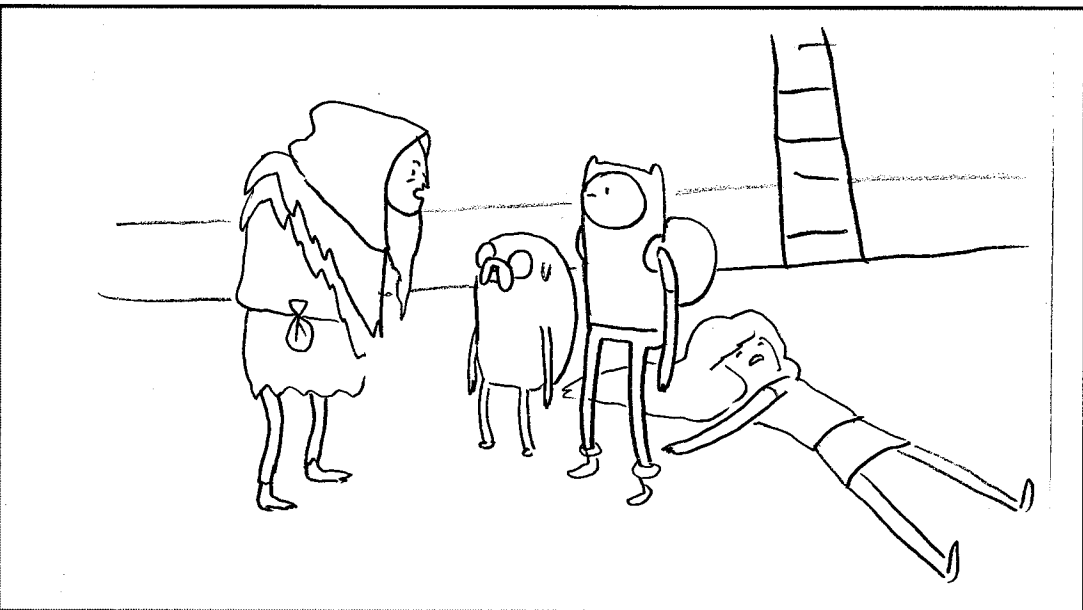


Sc. 26

Pnl. B

Bg.

day night



Dialog:

① Then what?

W12

find the memory of Marceline  
Casting the sleep spell on herself.

Action:

Timing:

258001

EPISODE #

Production :

ADVENTURE TIME

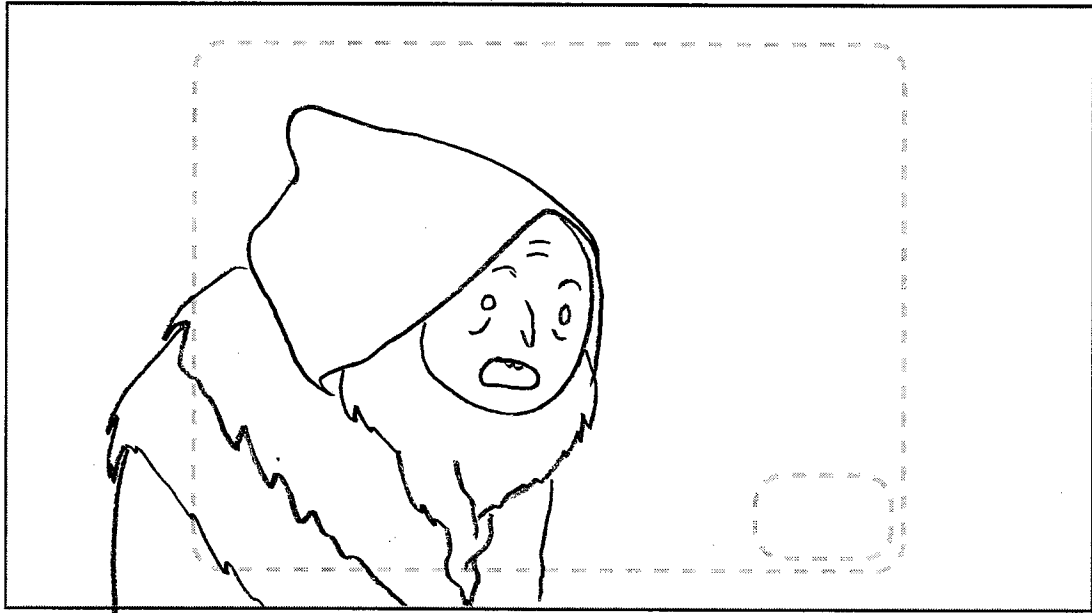


Sc. 27

Pnl. A

Bg.

day night

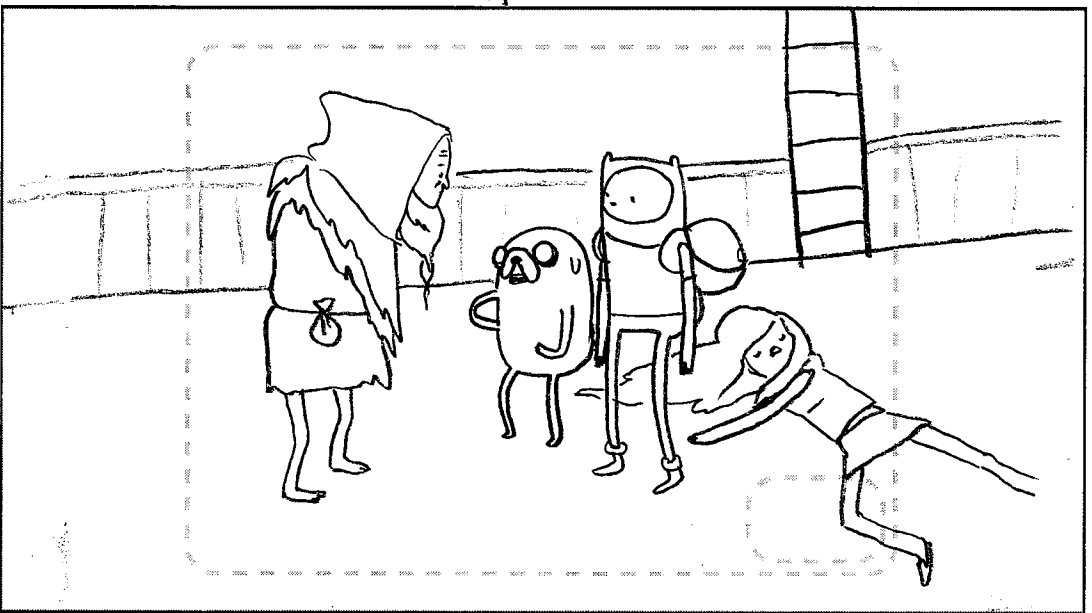


Sc. 28

Pnl. A

Bg.

day night



Dialog:

(Wiz)

At your touch, You, and the memory  
will be transported back to reality.

(J)

But like, if you know all this,  
why not just do it yourself?

Action:

Timing:

EPISODE # 29801

Production :

ADVENTURE TIME

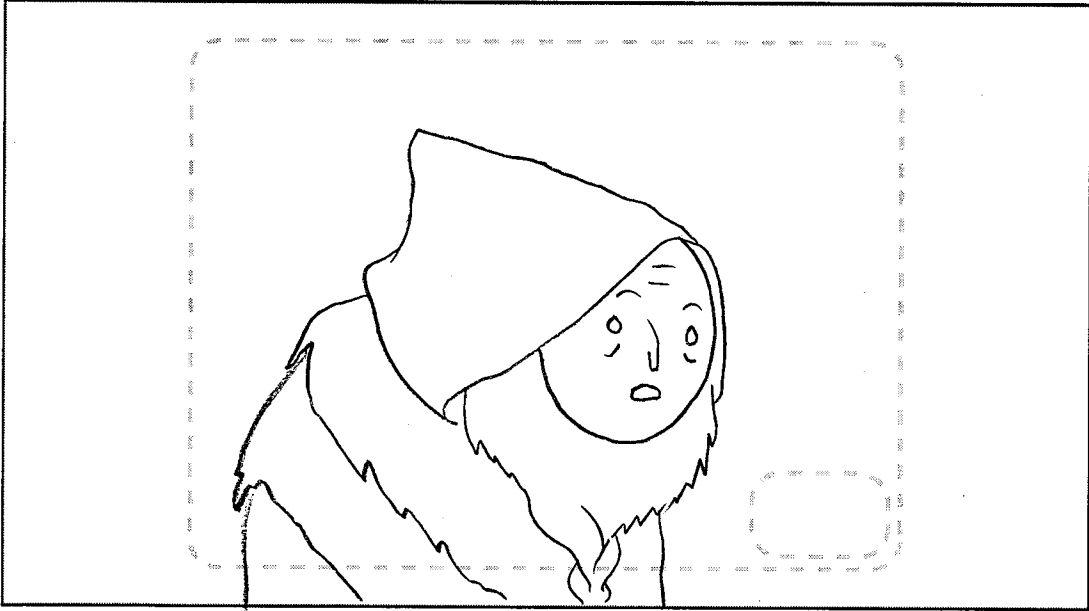


Sc. 29

Pnl. A

Bg.

day night

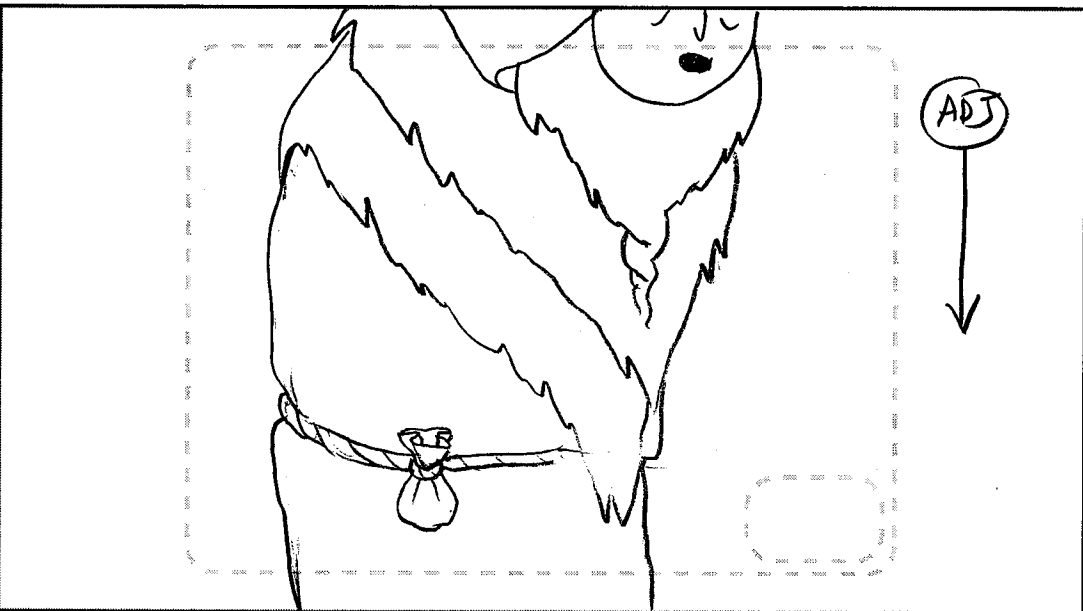


Sc. 29

Pnl. B

Bg.

day night



Dialog:

WIZ Entering a person's mind can be dangerous. W And I don't have any arms.

Action:

Timing:

258001

EPISODE #

Production :

ADVENTURE TIME

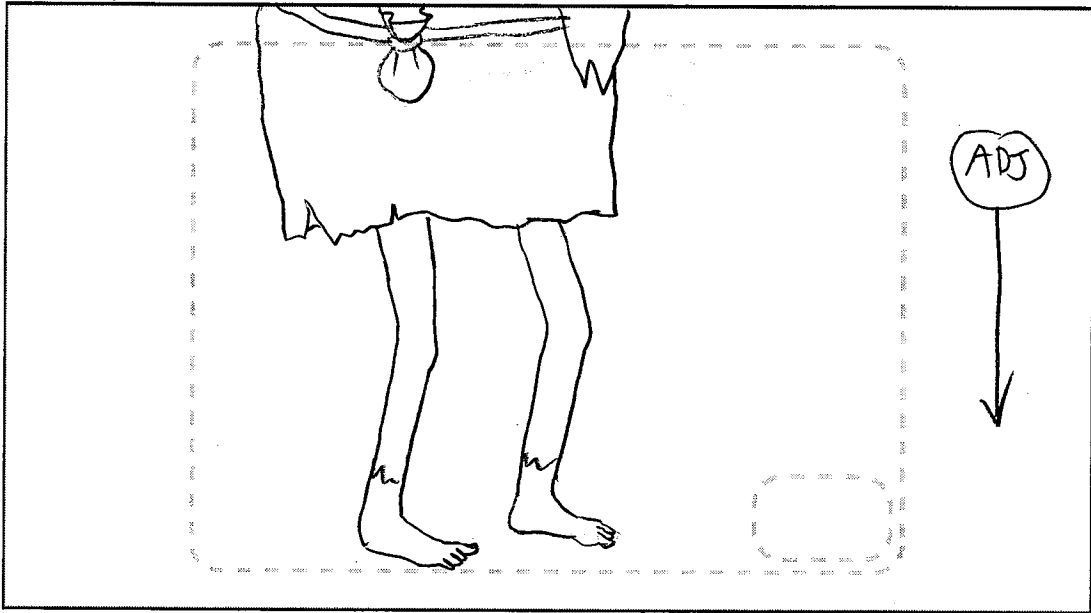


Sc. 29

Pnl. C

Bg.

day night

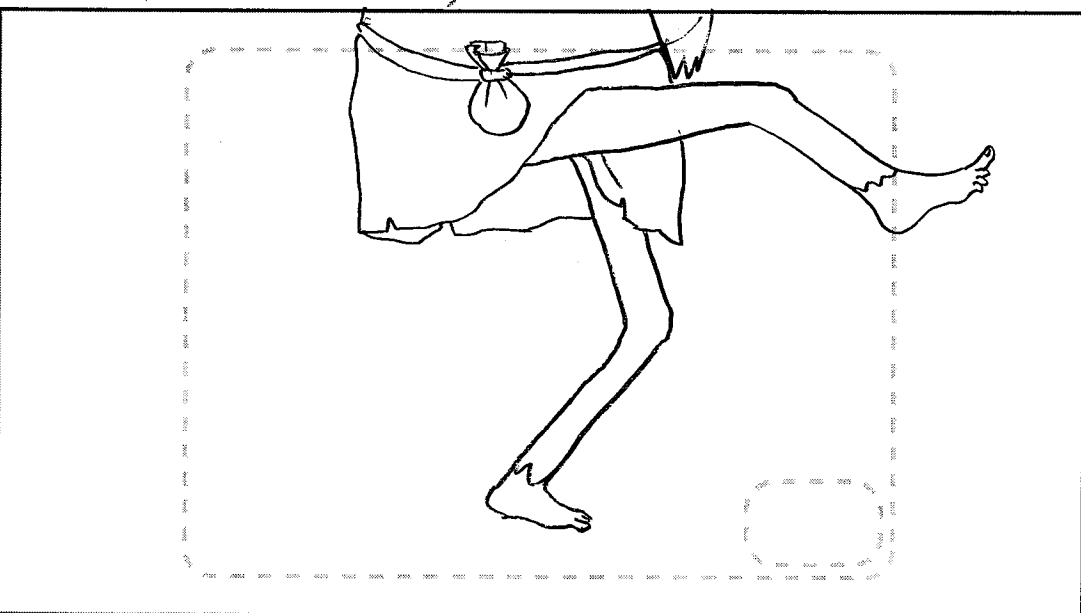


Sc. 29

Pnl. D

Bg.

day night



Dialog:	(W) Just legs.	(W) Ungh!
Action:		
Timing:		

EPISODE # 100857

Production :

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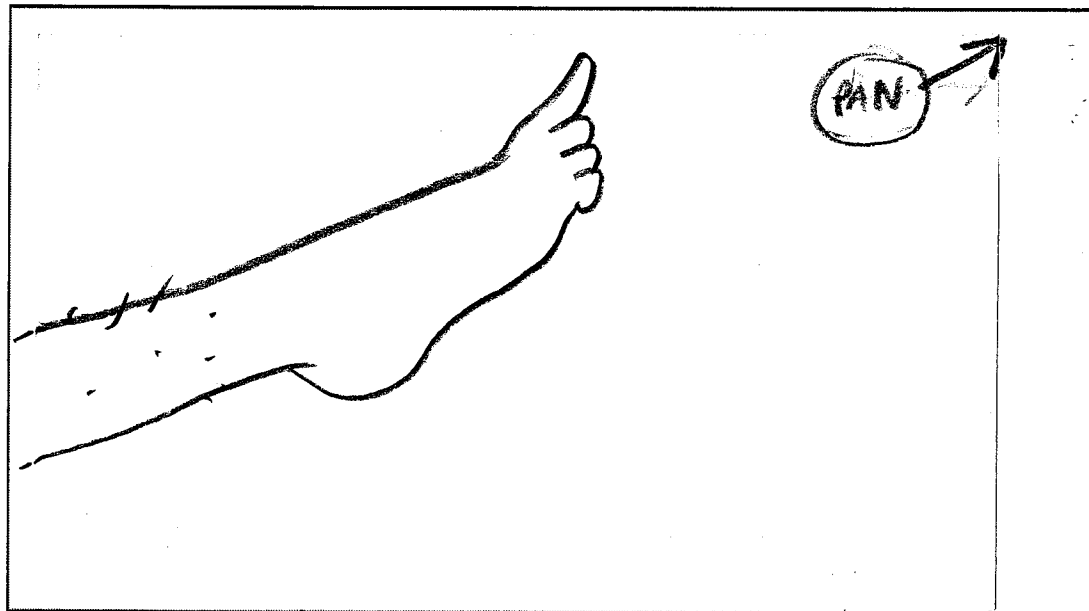
Page 27

Sc. 30

Pnl. A

Bg.

day night

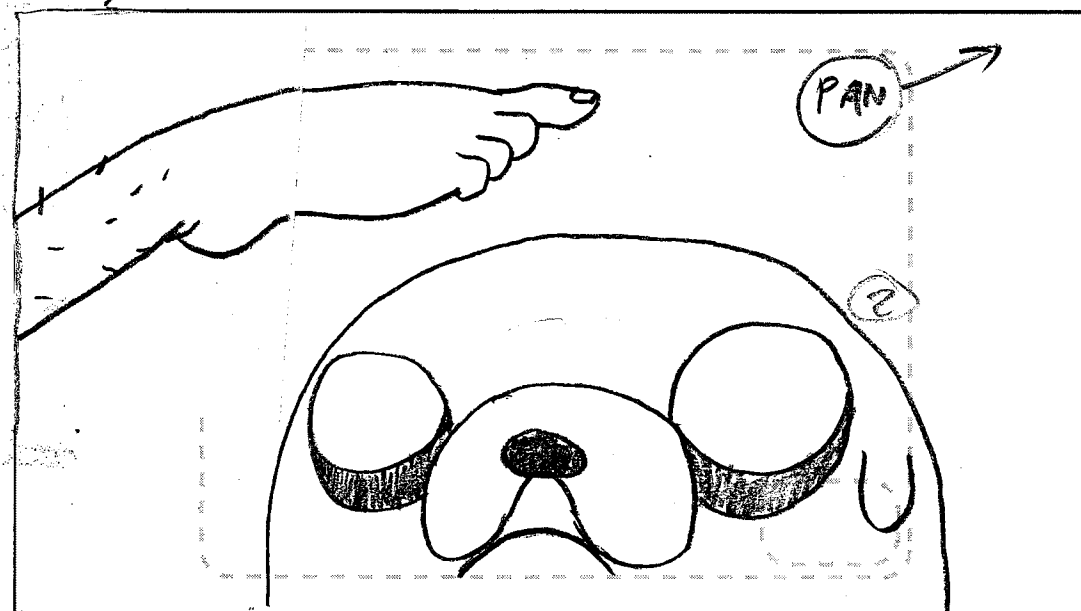


Sc. 30

Pnl. B

Bg.

day night



Dialog:

Wiz (o) Unghhh...

W Unghhh!

Action:

① (Jake's eyes follow foot as foot moves over Jake.)

Timing:

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EPISODE #

Production :



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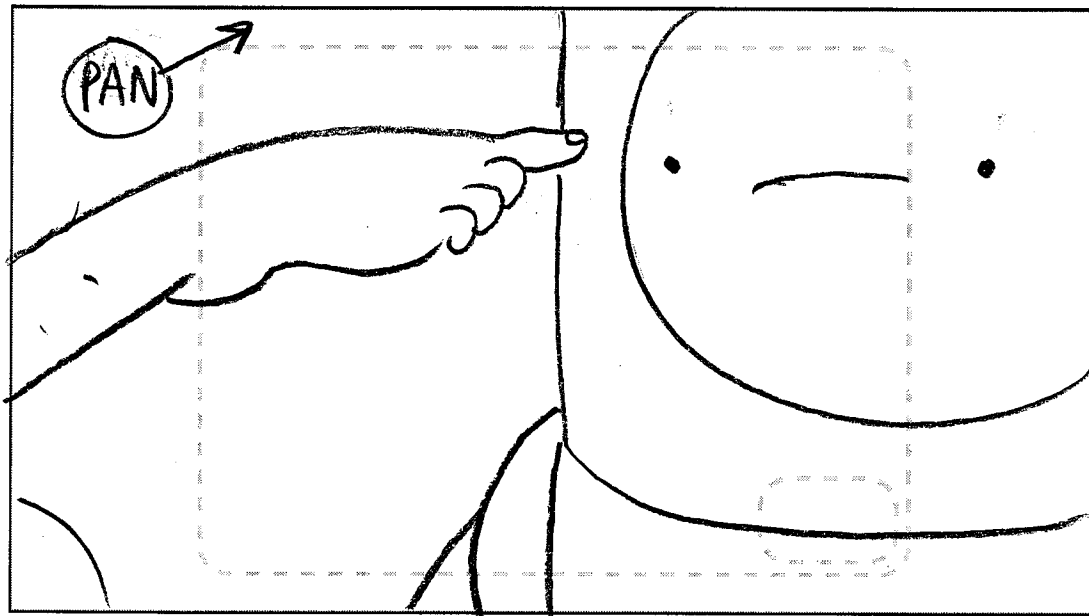
Page 28

Sc. 30

Pnl. C

Bg.

day night

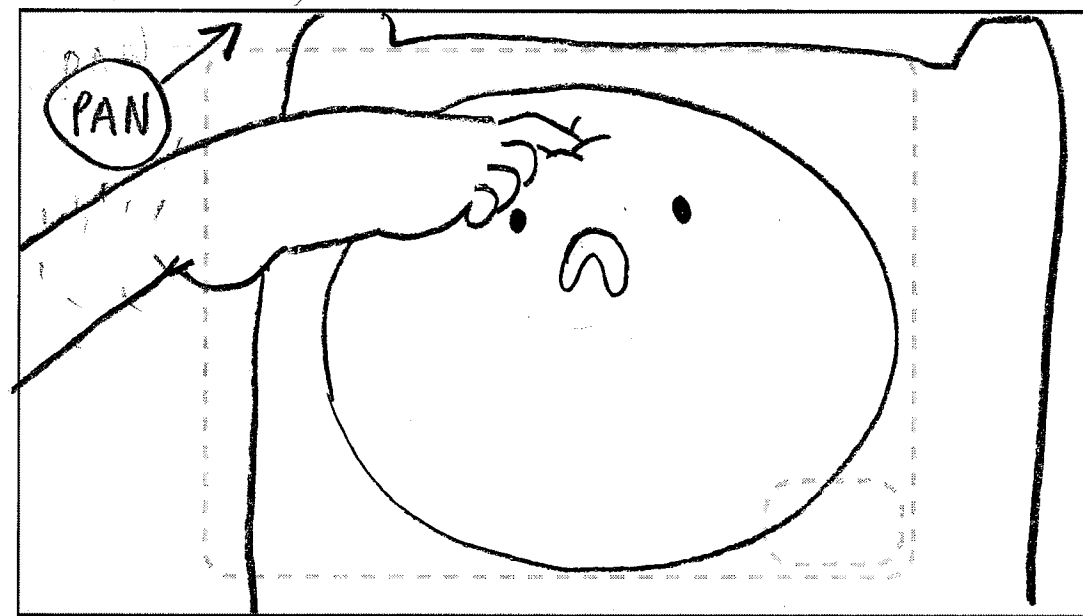


Sc. 30

Pnl. D

Bg.

day night



Dialog:

(wizard grunting os cont)

(F) Nyah what?

Action:

Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



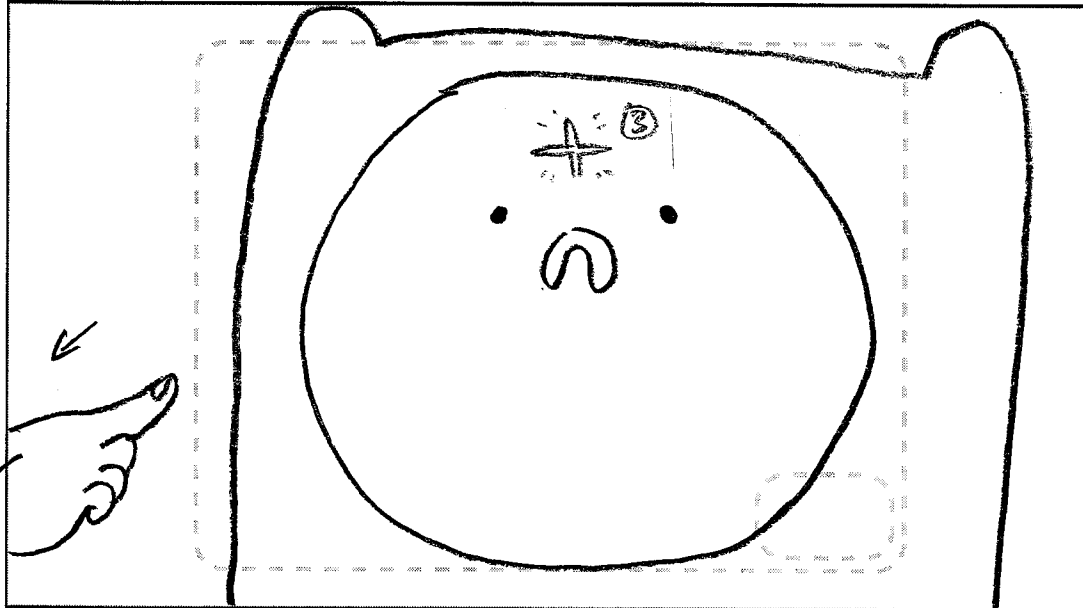
Page 29

Sc. 30

Pnl. E

Bg.

day night

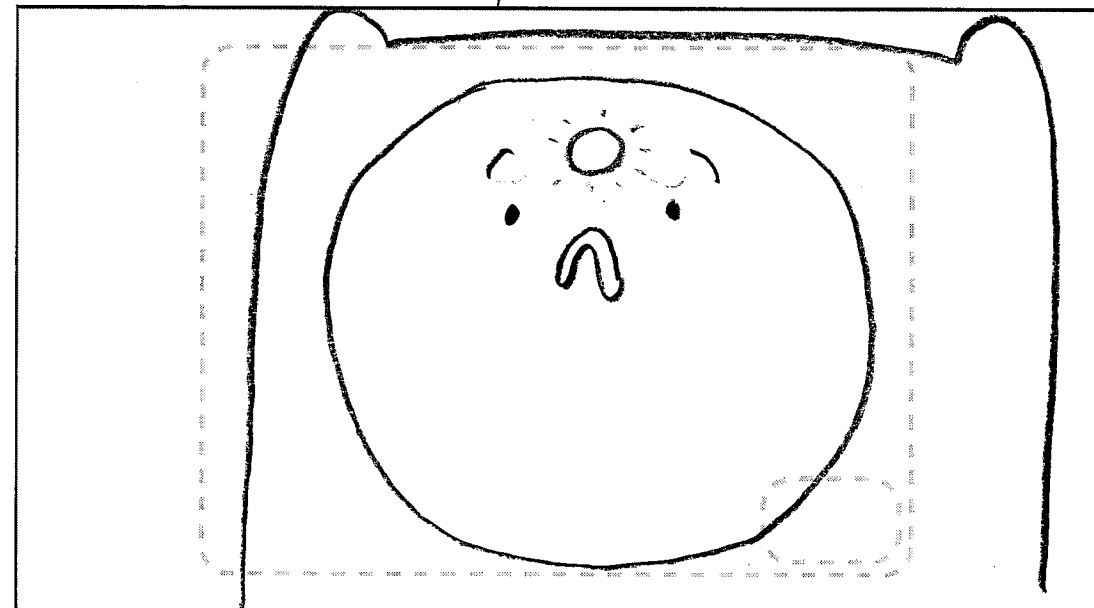


Sc. 36

Pnl. F

Bg.

day night



Dialog:

Action:

cracks of light pull open

cracks pull apart into a circle of light.

Timing:

100857

EPISODE #

Production :

WIN  
OUT

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# ADVENTURE TIME



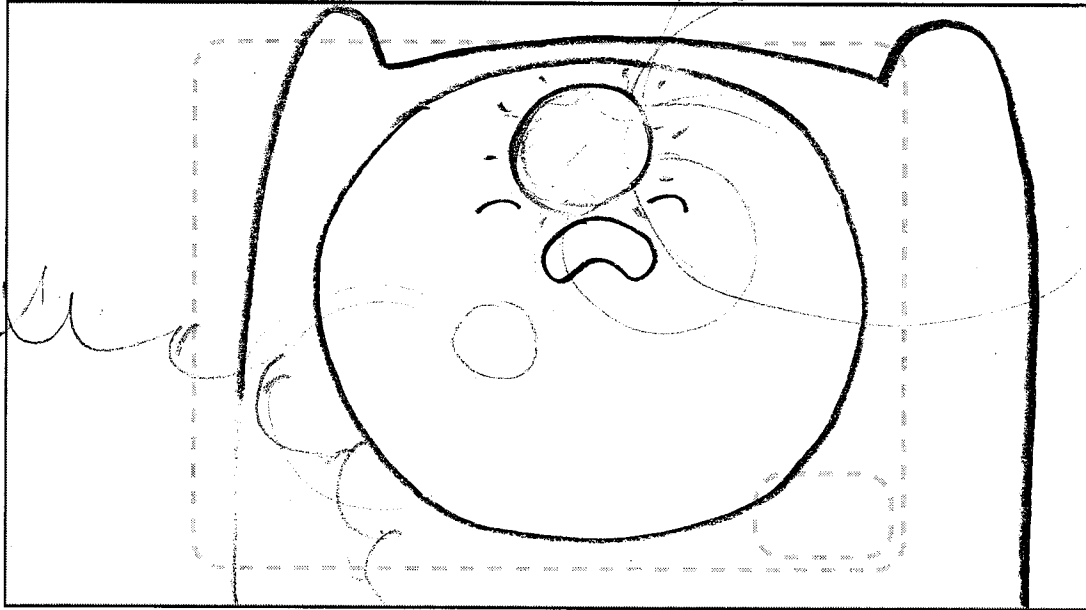
Page 30

Sc. 30

Pnl. G

Bg.

day night

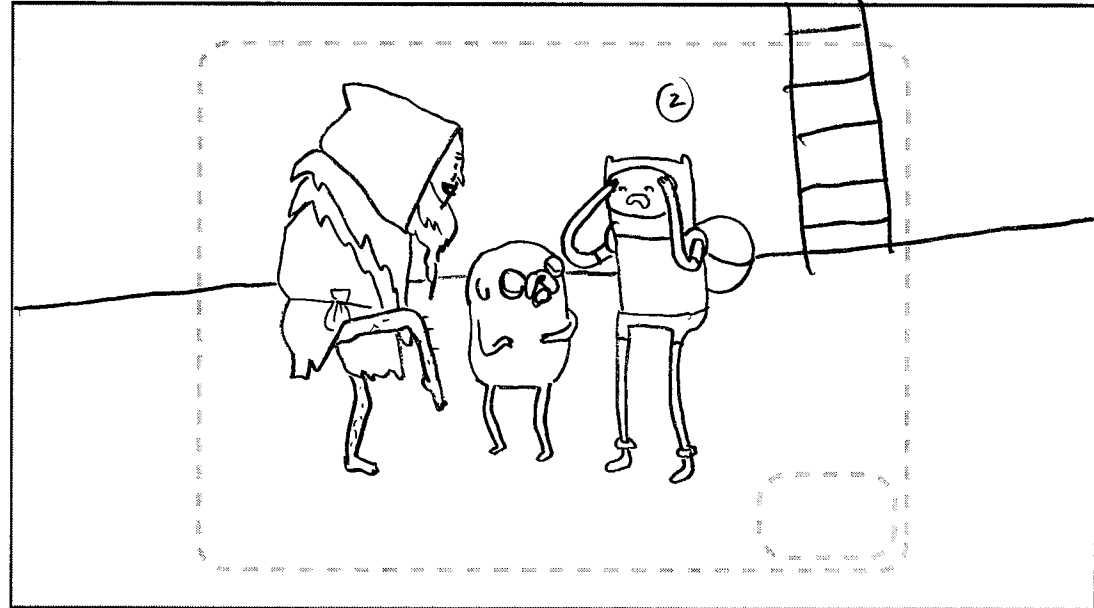


Sc. 31

Pnl. A

Bg.

day night



Dialog:

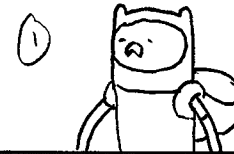
POPI!

(F) Whatdya do to my forehead?

Action:

• circle of light glows larger.  
• lens flare blasts from circle of light.  
• quick fade to white

• Fade in from white.



Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



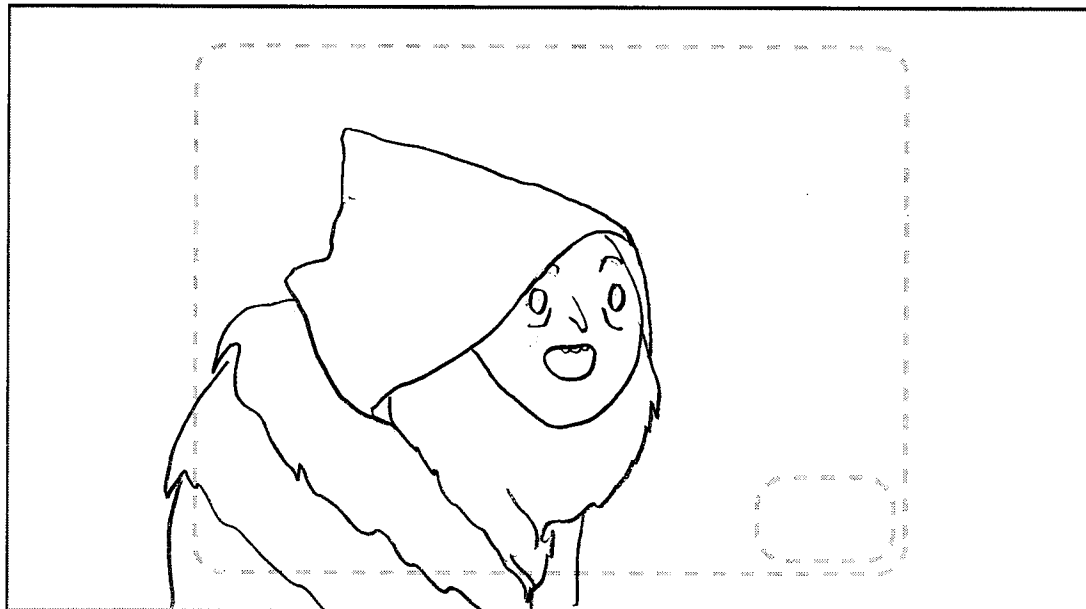
Page 31

Sc. 32

Pnl. A

Bg.

day night

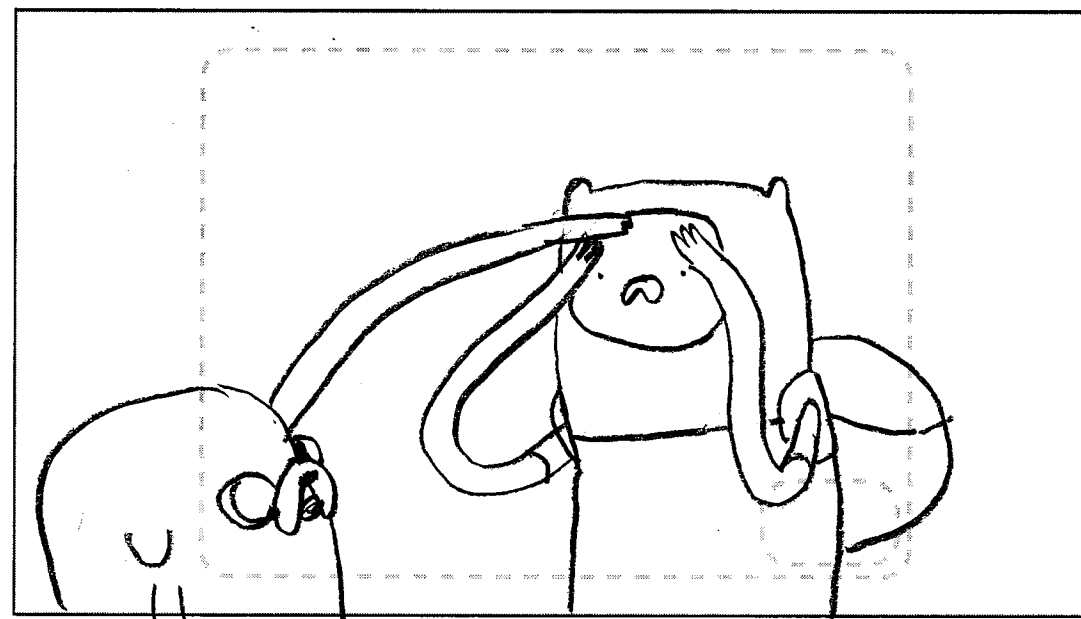


Sc. 33

Pnl.  $\Delta$

Bg.

day night



Dialog: (W) I put a memory locating spell upon it! (F) uh!!

Action:

Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



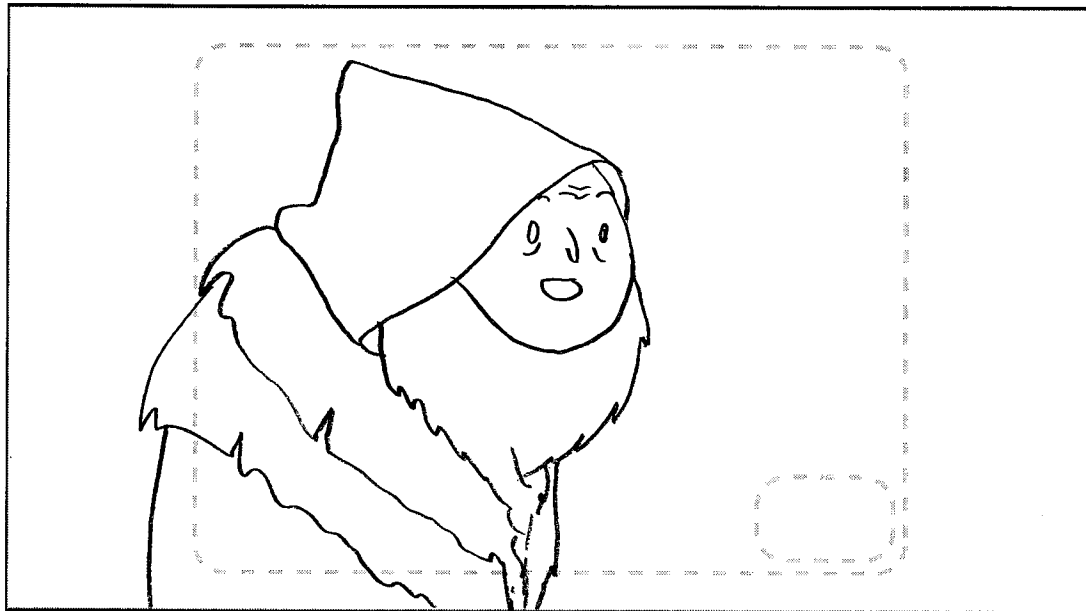
Page 32

Sc. 34

Pnl. A

Bg.

day night

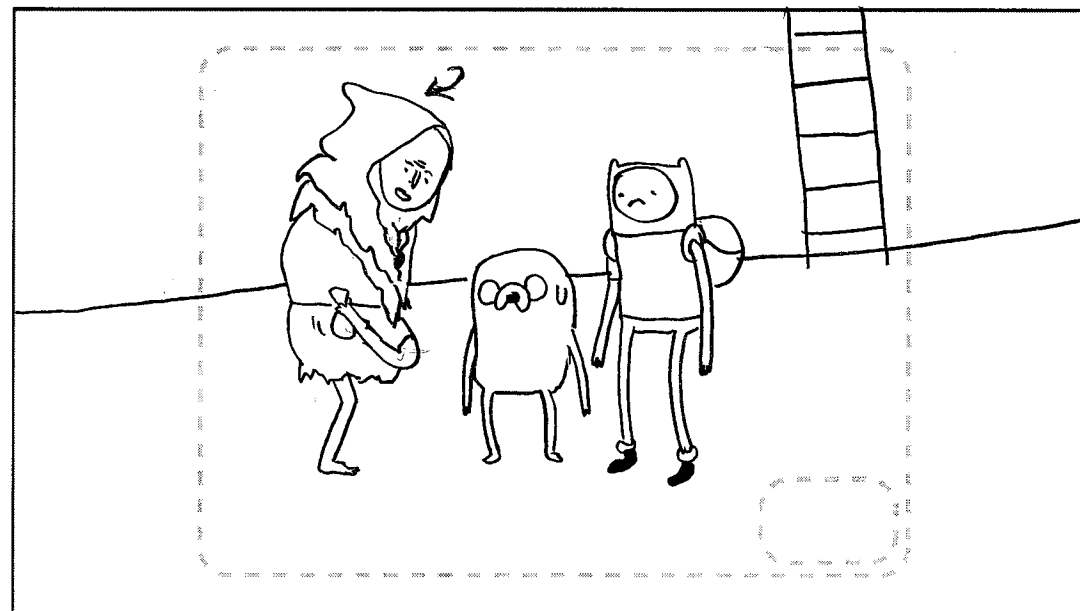


Sc. 35

Pnl. A

Bg.

day night



Dialog:

(W) when you get close to the memory,  
your forehead will glow!

(W) here,

Action:

Timing:

EPISODE #

100857

Production :

# ADVENTURE TIME



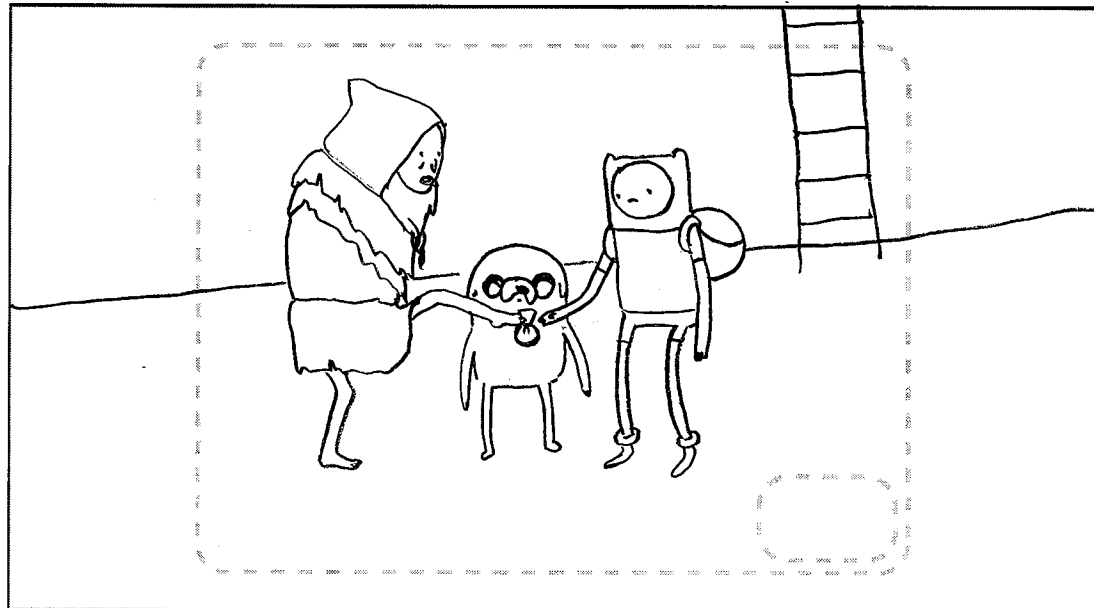
Page 33

Sc. 35

Pnl. B

Bg.

day night

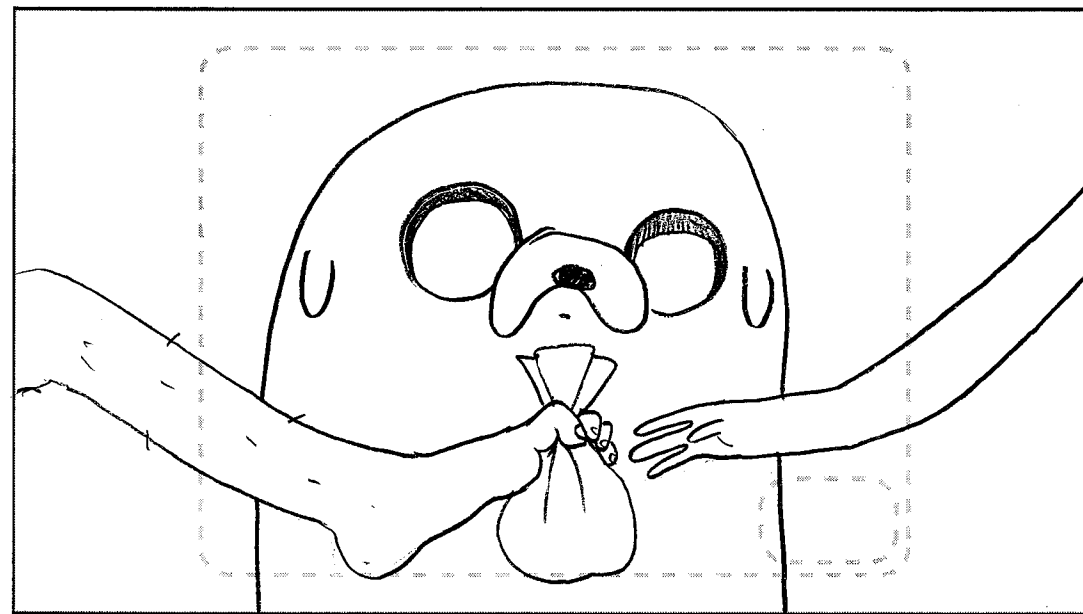


Sc. 36

Pnl. A

Bg.

day night



Dialog:

W take this

W

It's A sack of magic powder—

Action:



Timing:

100857

EPISODE #

Production :

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# ADVENTURE TIME



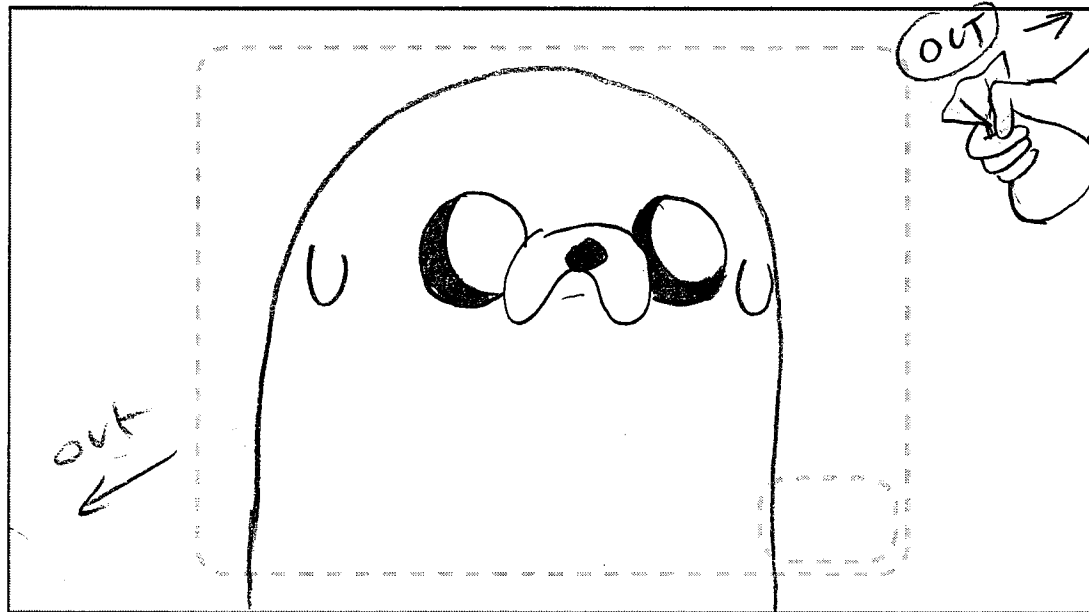
Page 34

Sc. 36

Pnl. B

Bg.

day night

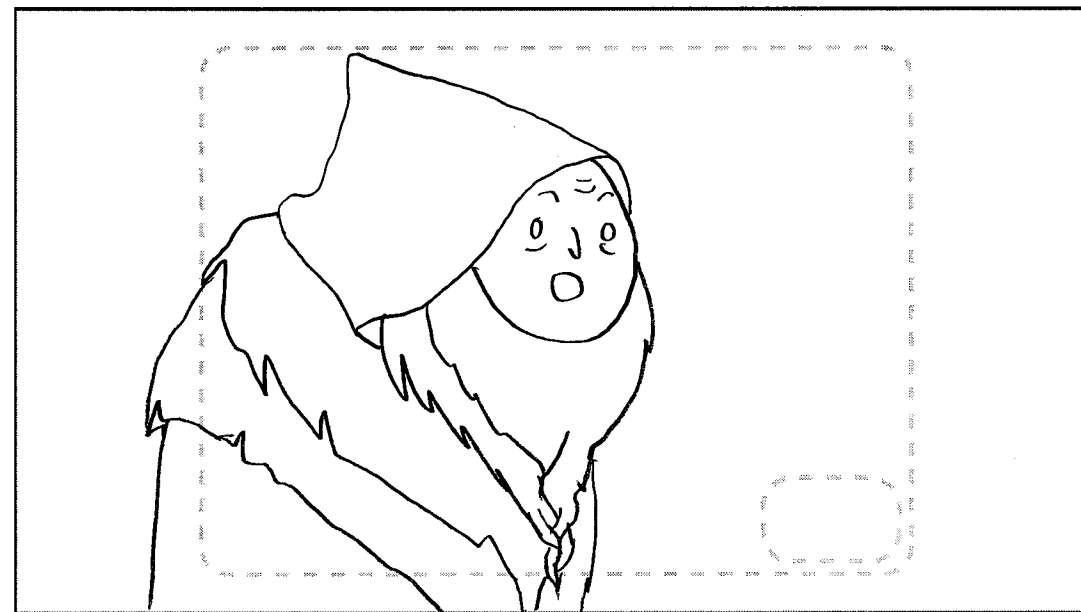


Sc. 37

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

⑦ Sit on the couch and  
sprinkle the powder  
on your heads.

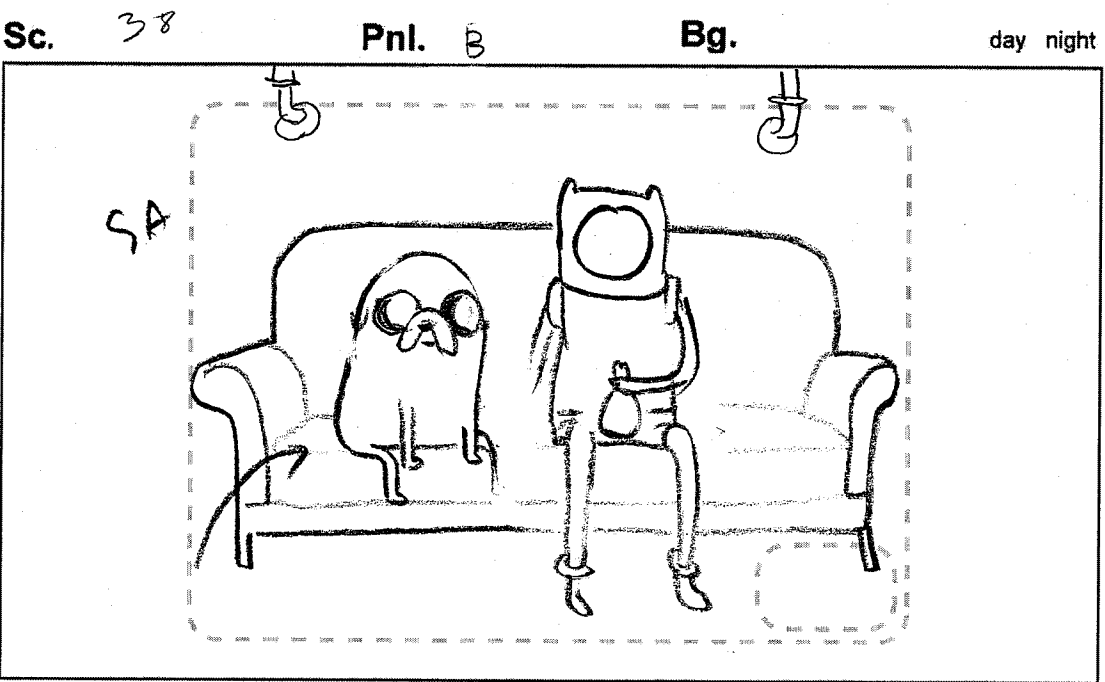
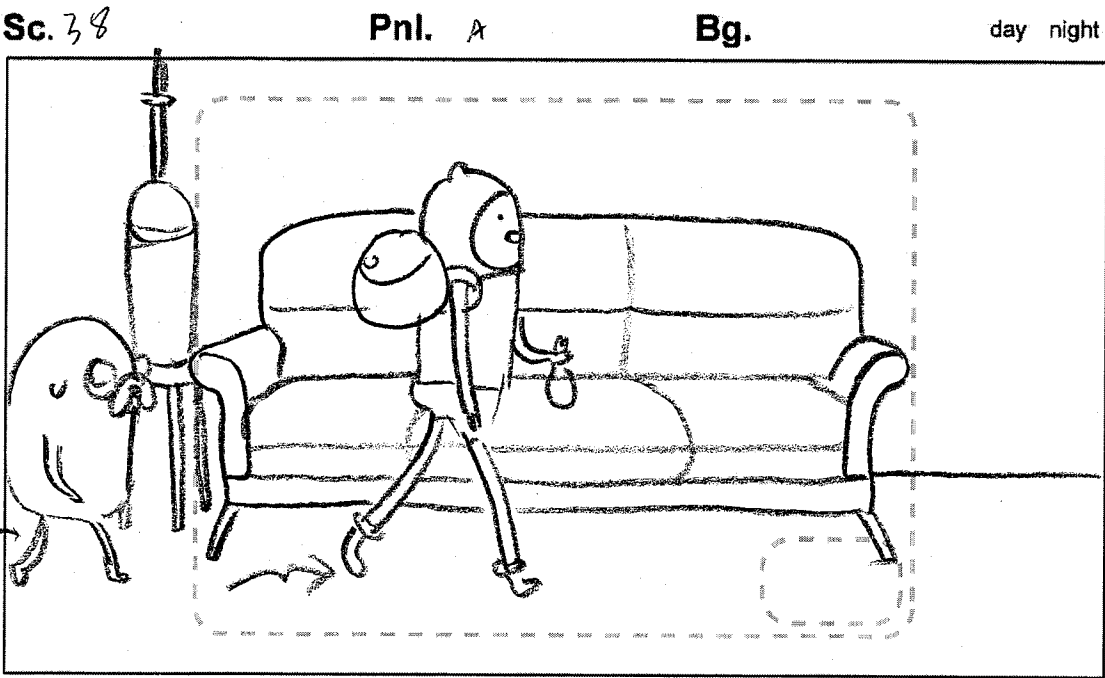
Production :

EPISODE #

100857

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# ADVENTURE TIME



Dialog:

F: like this?

Action:

Timing:



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ADVENTURE TIME

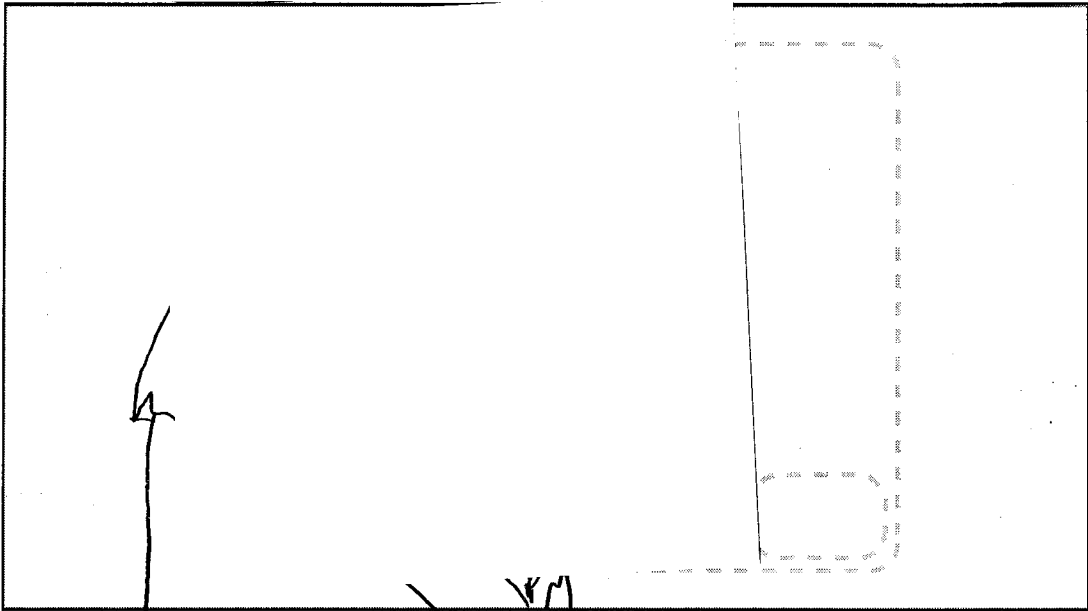


Sc. 39

Pnl. A

Bg.

day night

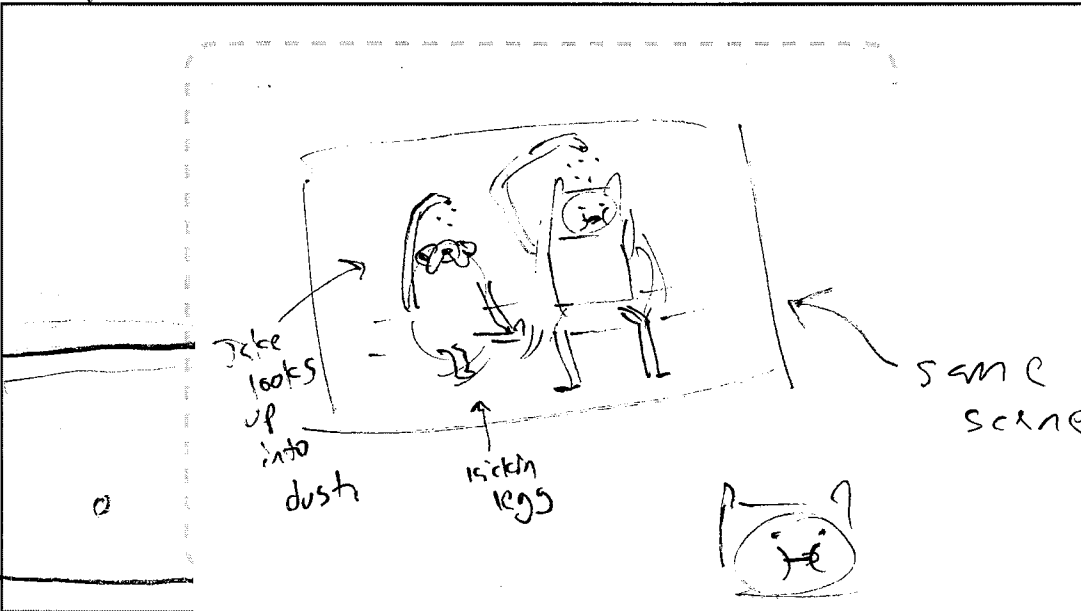


Sc. 40

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

(w:) yeah, like that.

EPISODE #

Production :

100857

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ADVENTURE TIME

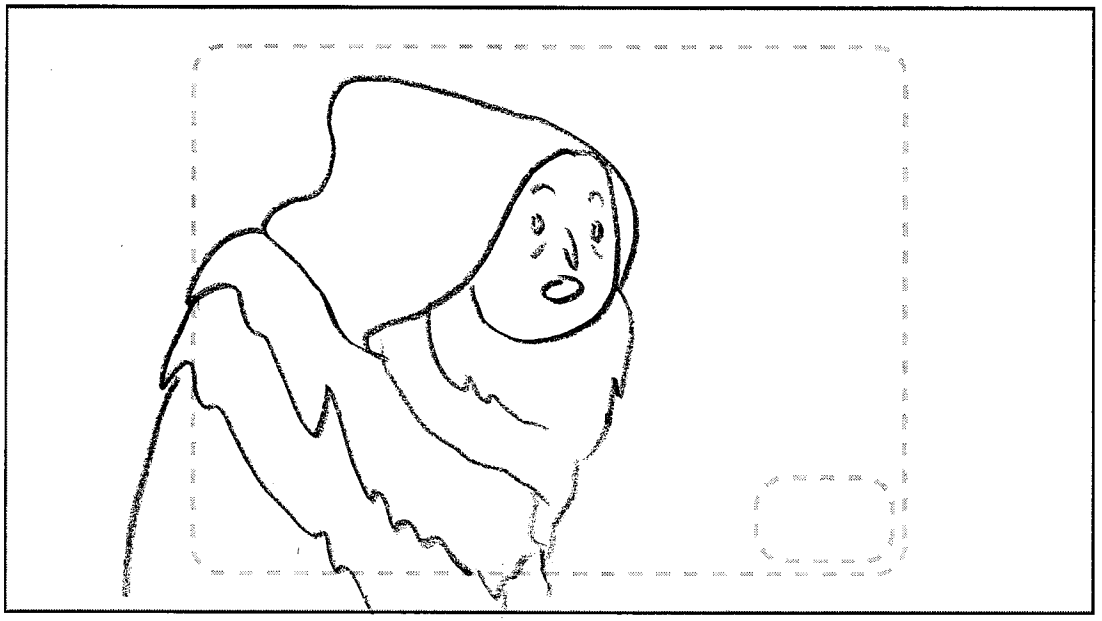


Sc. 41

Pnl. A

Bg.

day night

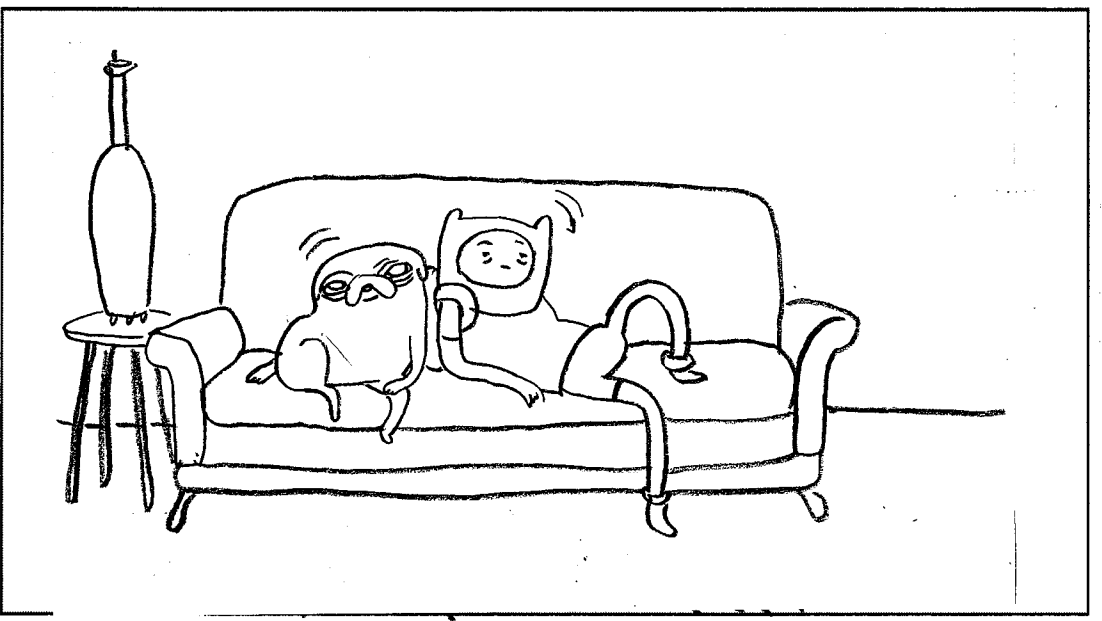


Sc. 42

Pnl. A

Bg.

day night



Dialog:

Feel sleepy?

F&J mm-hmm

Action:

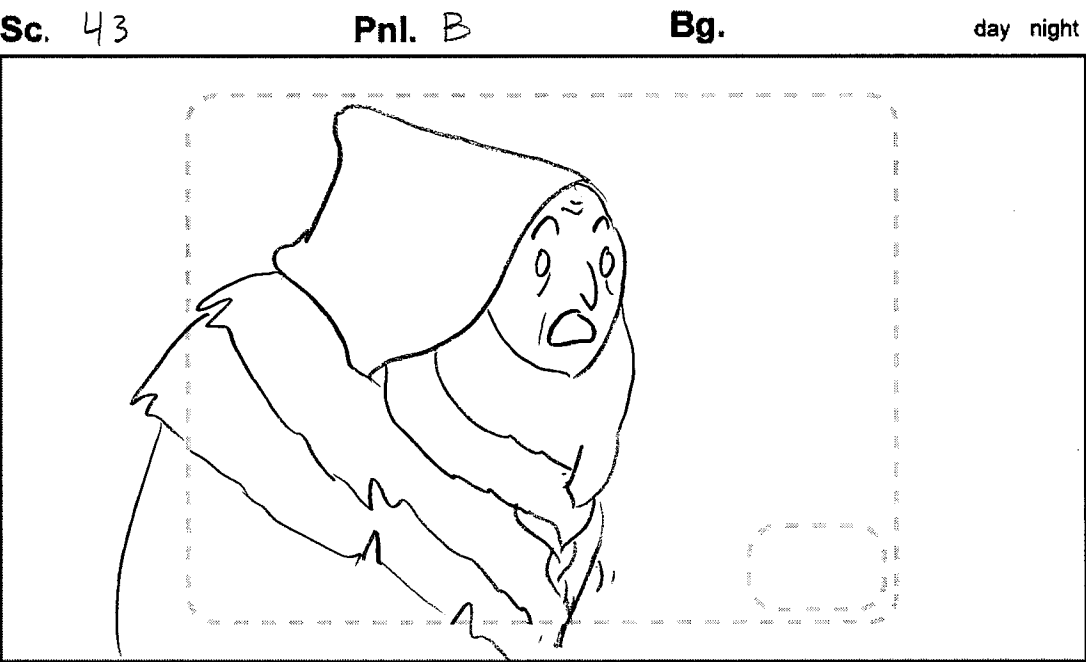
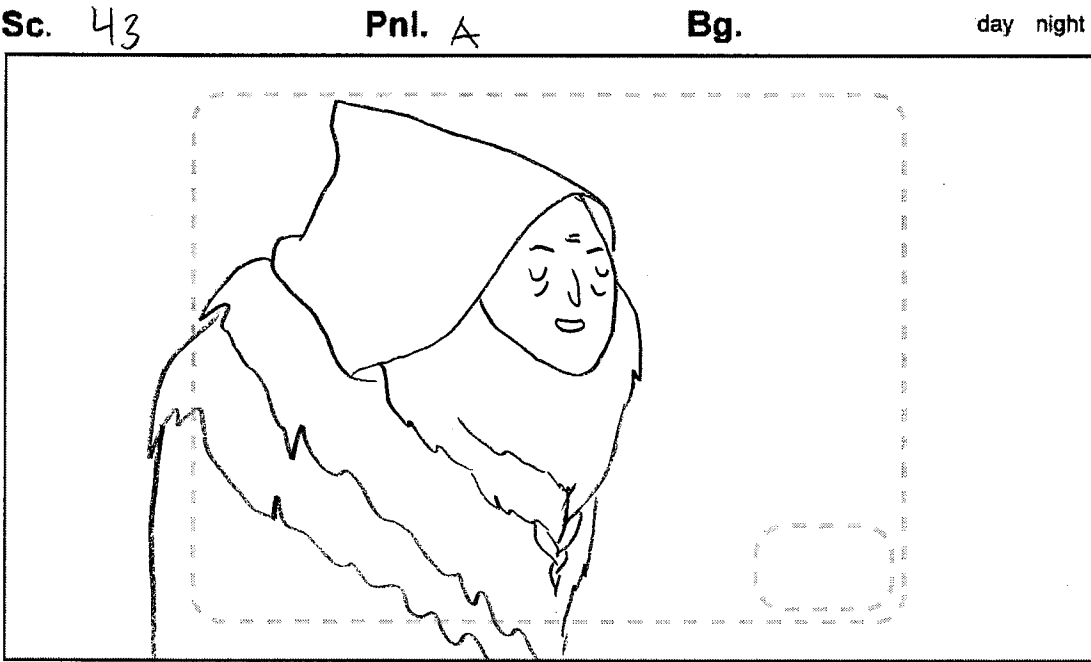
F&J Nod their heads

Timing:

EPISODE # 100857

Production :

ADVENTURE TIME



Dialog:	(W) Good. Sleep now.	(Wiz) But Know this! (Loud, urgent)
Action:		
Timing:		

EPISODE # 100857  
Production :

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# ADVENTURE TIME



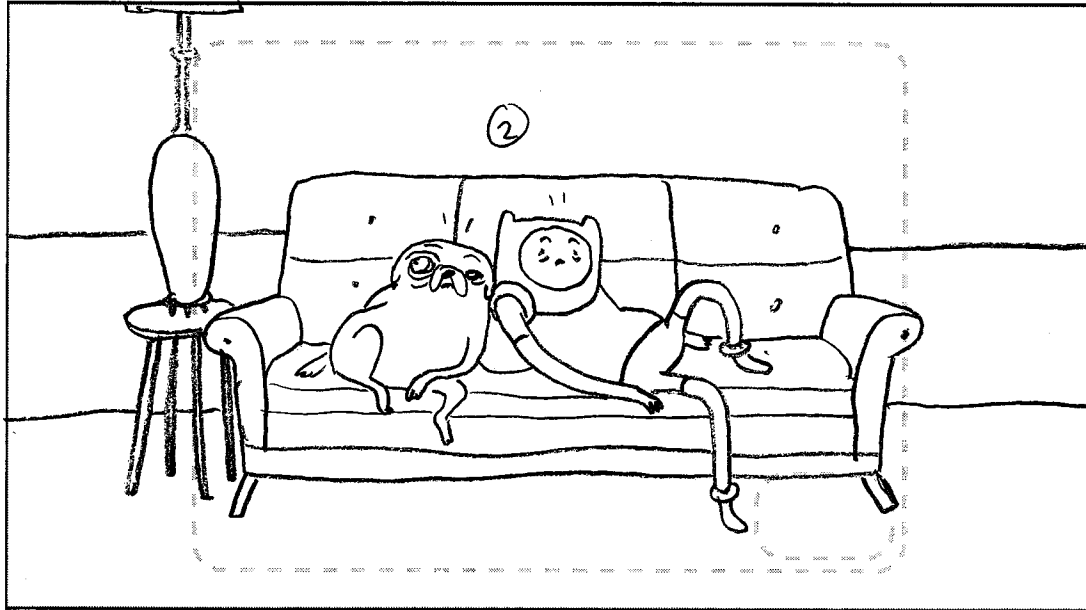
Page 39

Sc. 44

Pnl. A

Bg.

day night

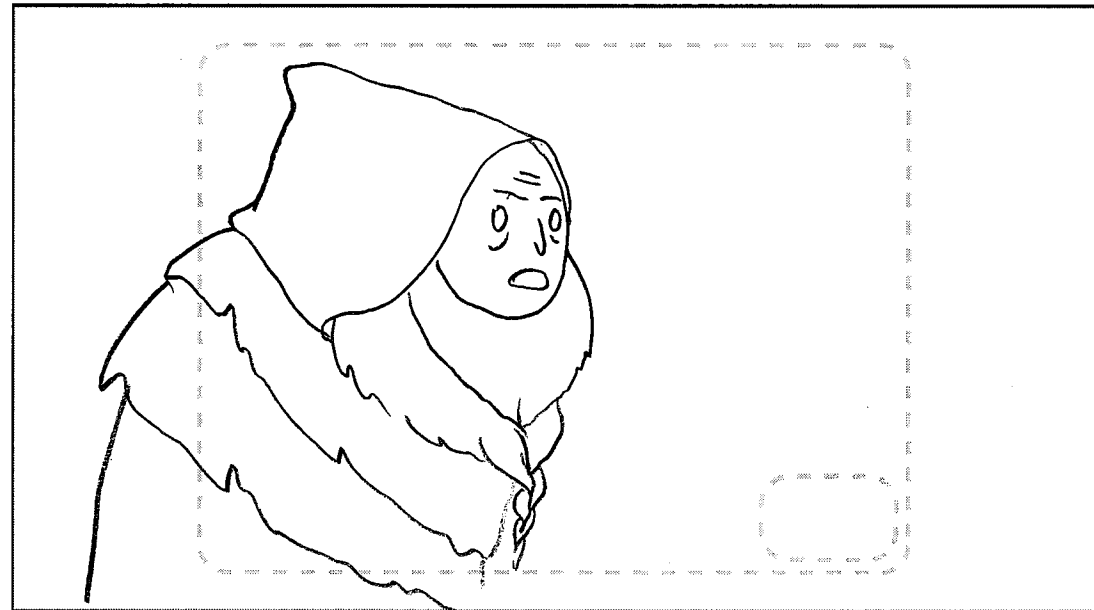


Sc. 45

Pnl. A

Bg.

day night



Dialog:

(F&J) mu h?

(w) if you fail, Marceline will  
be trapped in Eternal sleep....

Action:



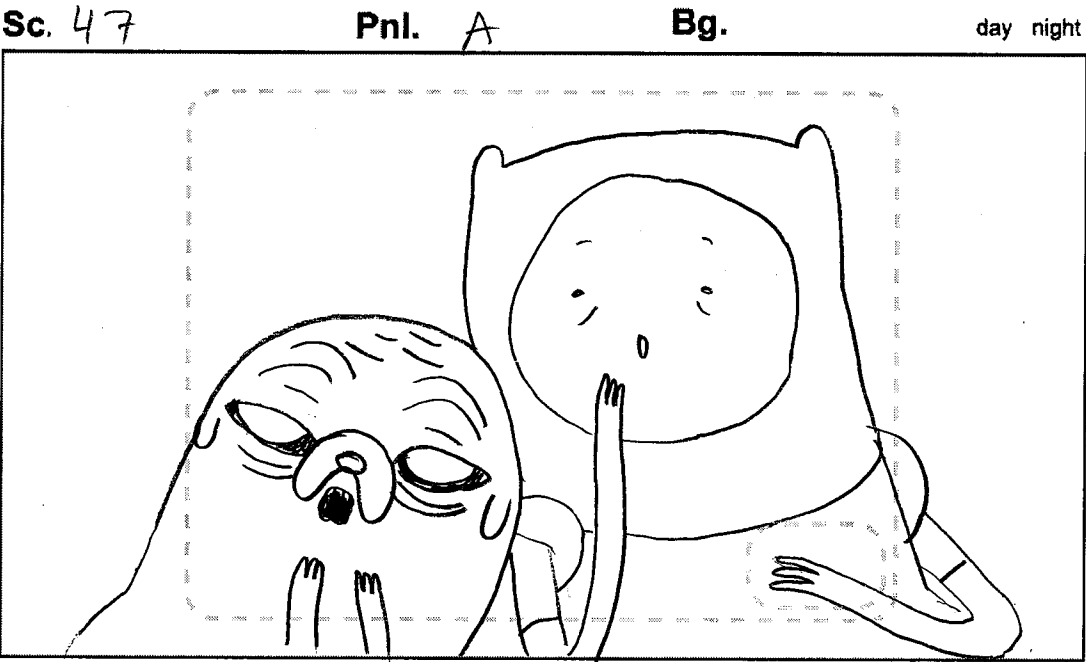
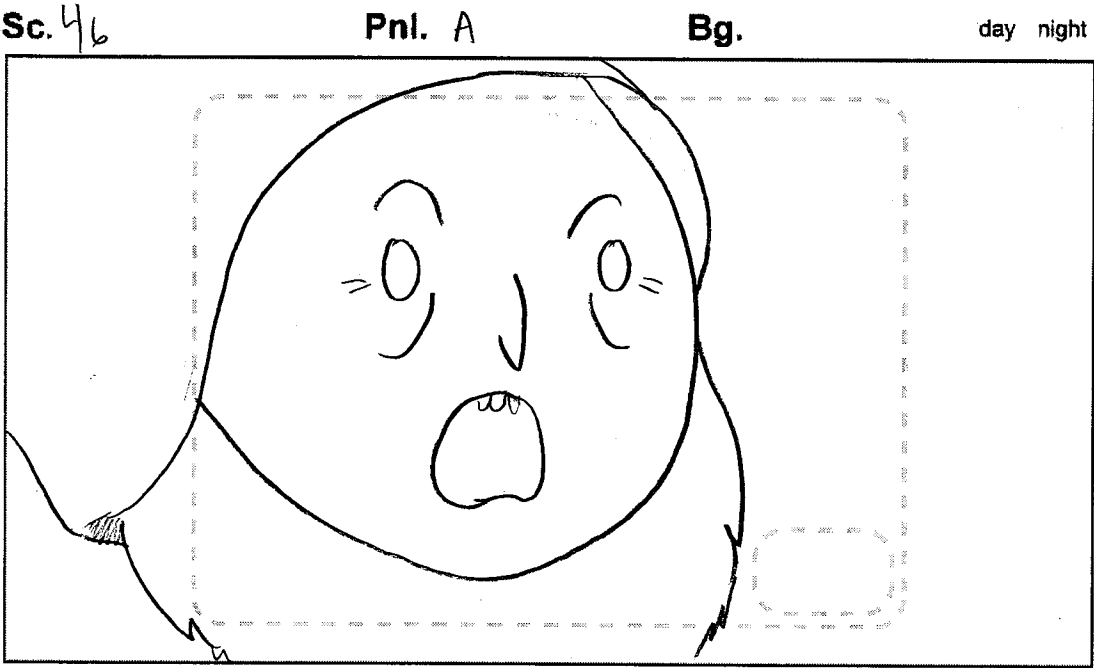
Timing:

EPISODE # 100857

Production :

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ADVENTURE TIME



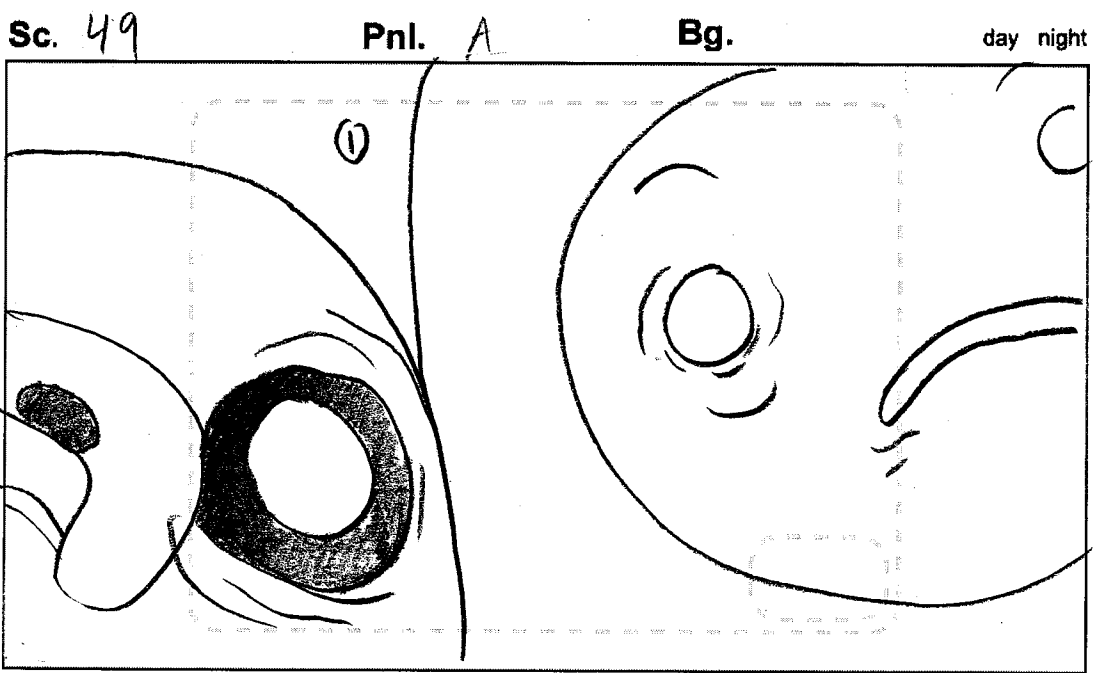
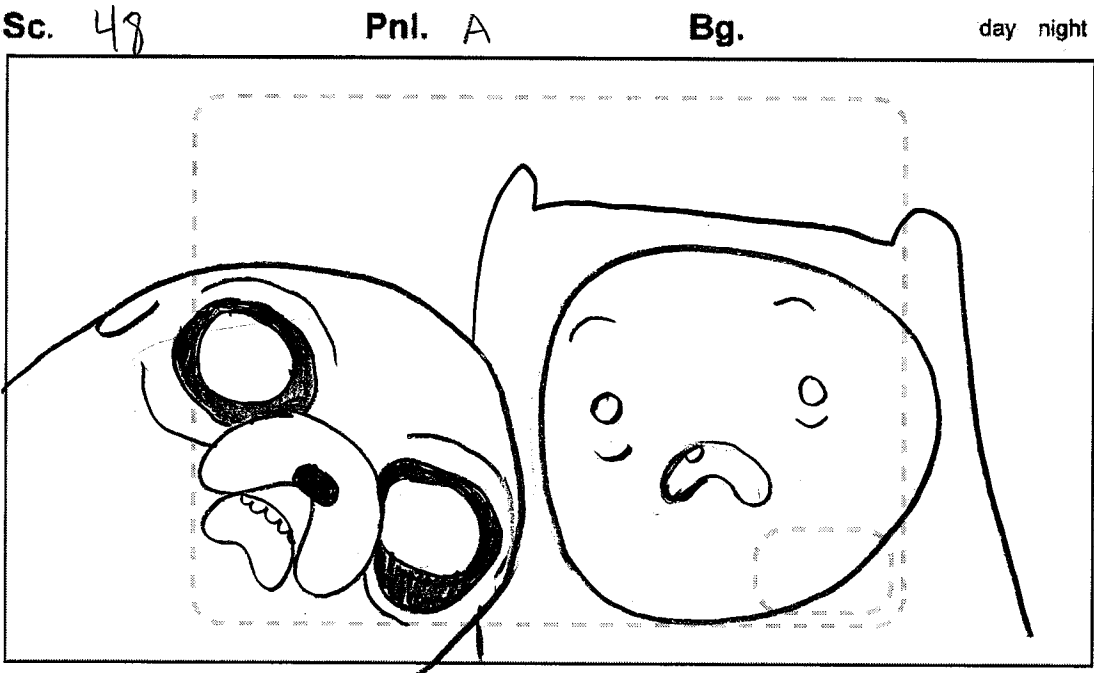
Dialog:	(Wizard) FOREVER!	F&J * Gasp *
Action:		
Timing:		



EPISODE # 100857

Production :

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ADVENTURE TIME



Dialog:	(WIZ) (OS) AND EVER	(WIZ) (OS) AND EVERRR!
Action:	 	(2) cycle 1/2 x 2 F&J struggle to keep eyes open.
Timing:		

EPISODE # 100857

Production :

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# ADVENTURE TIME



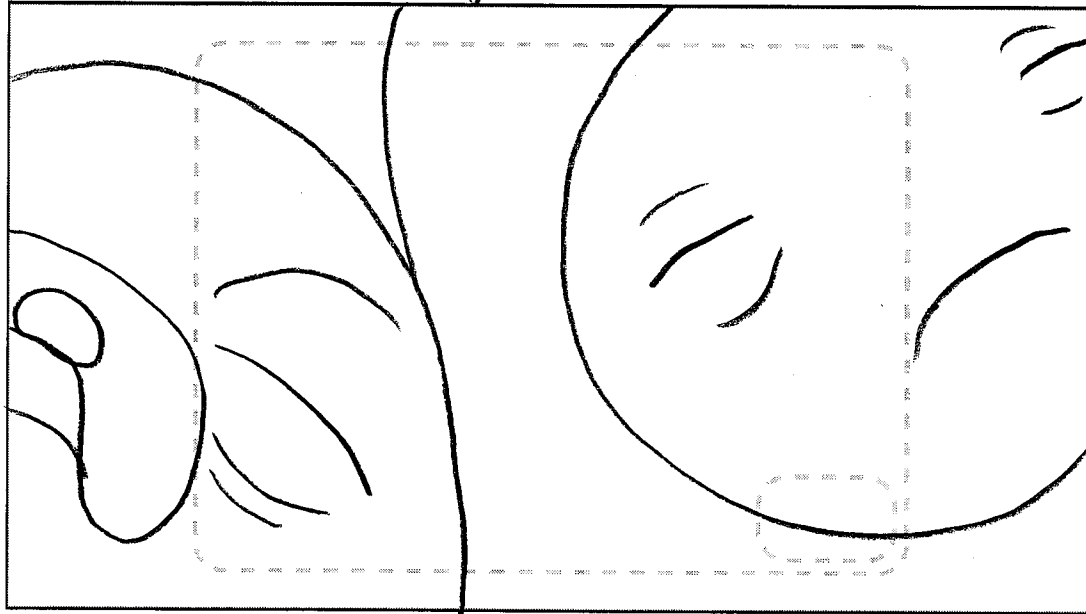
Page 42

Sc. 49

Pnl. B

Bg.

day night

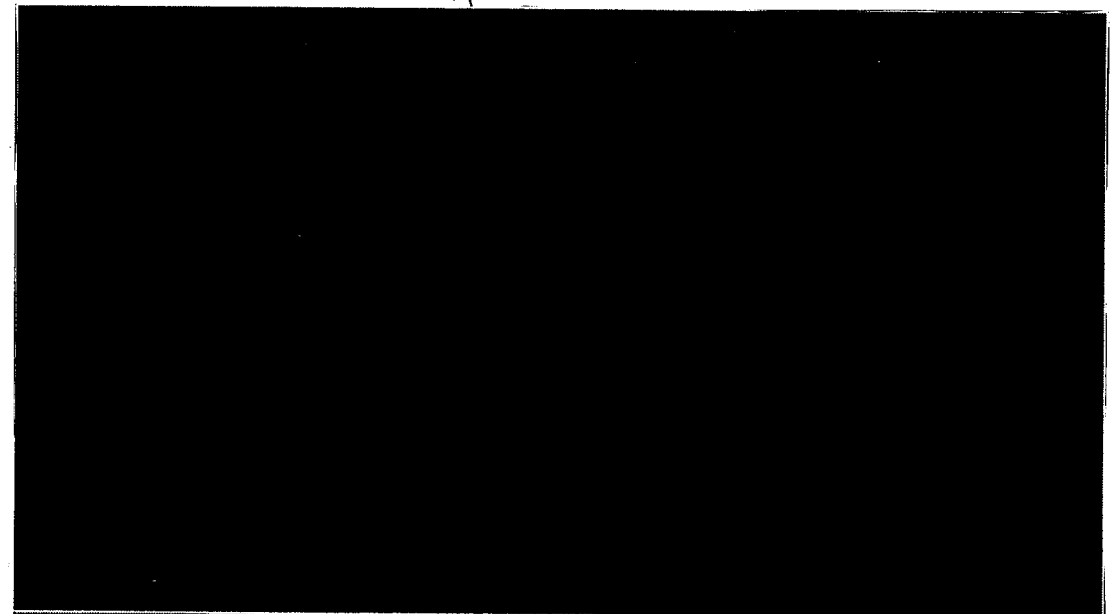


Sc. 50

Pnl. A

Bg.

day night



Dialog:

= Doom !=

Action:

F&J eyes close

Timing:

EPISODE # 100857

Production :

# ADVENTURE TIME



Page 43  
day night

Sc. 50

Pnl. 8

F&J  
IN

Bg.

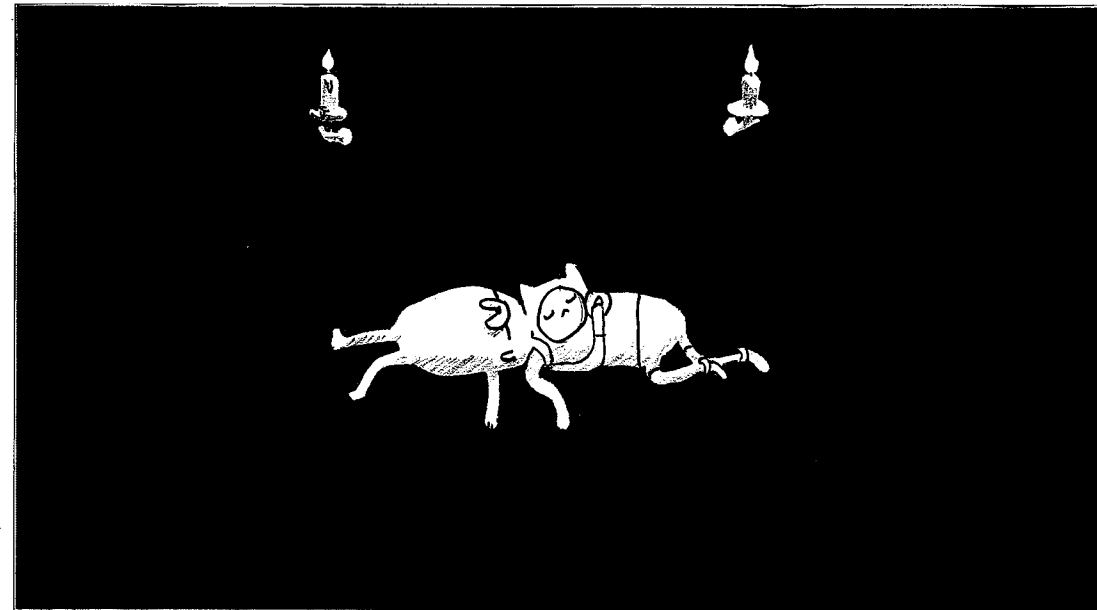
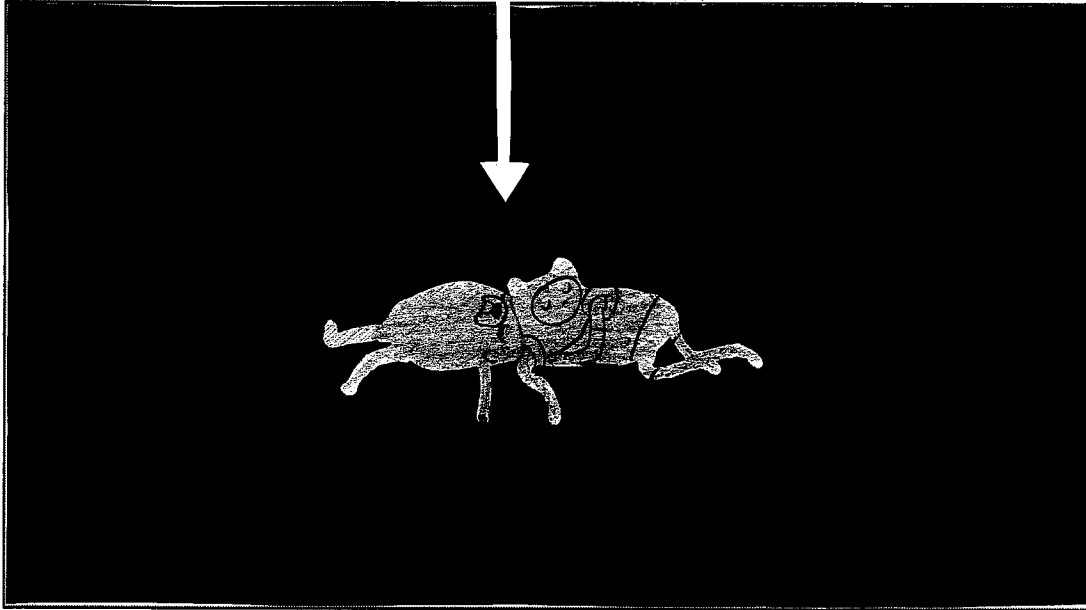
day night

Sc. 50

Pnl. C

Bg.

day night



Dialog:

Action:

F&J drift down in the darkness

Lit candles appear.

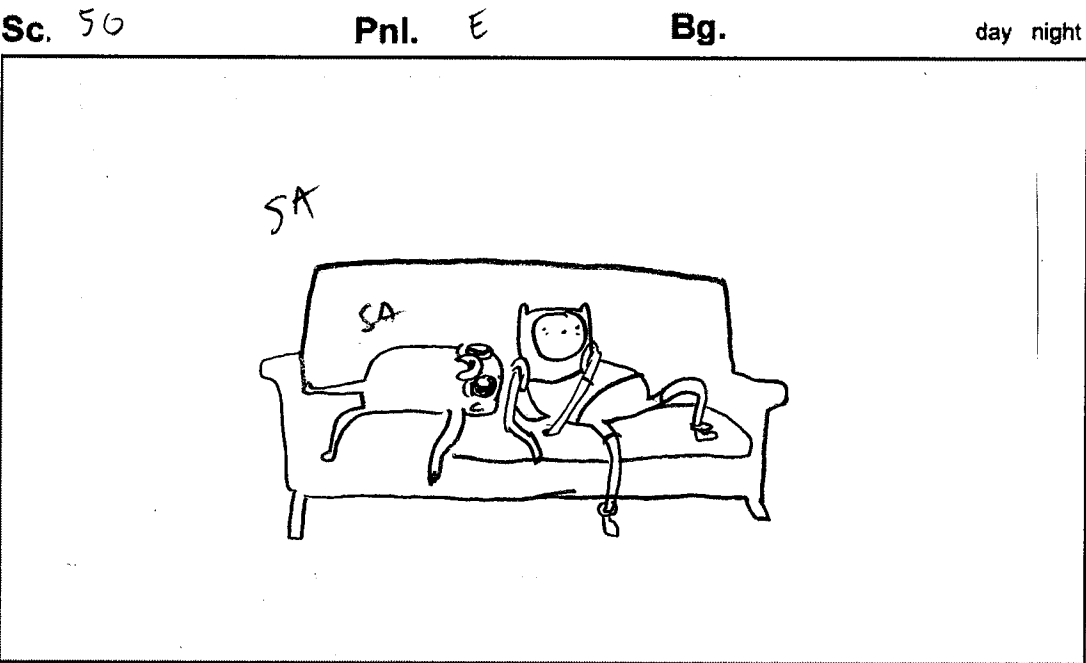
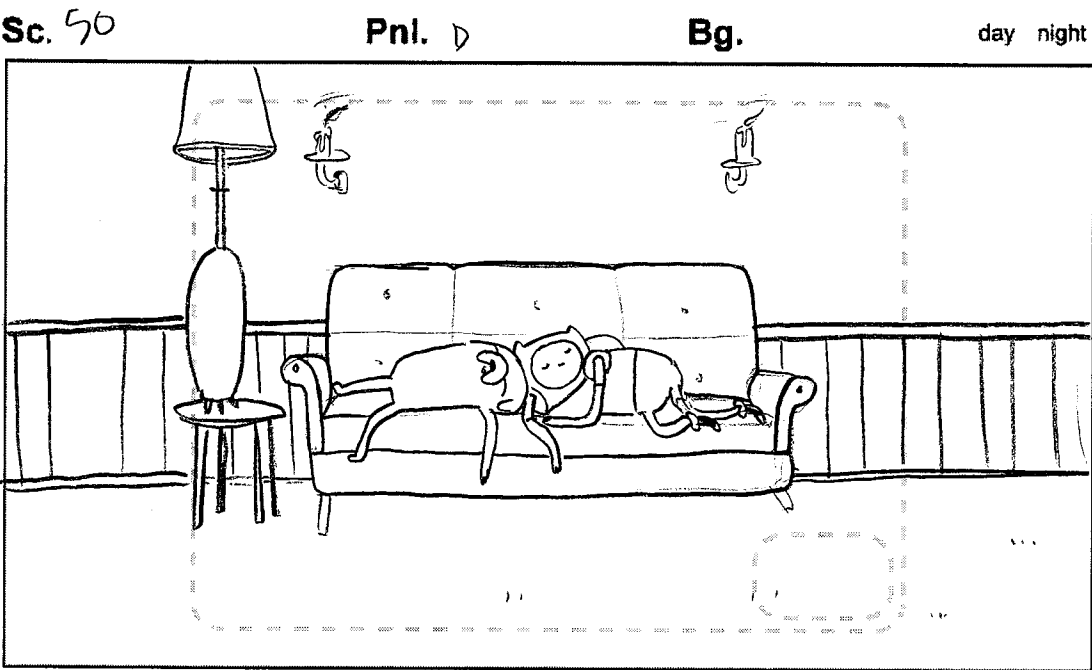
Timing:

EPISODE #  
100857

Production :



ADVENTURE TIME



Dialog:

(F) (sleepy confused sound)

Action: light brightens to reveal F&J in MC's living room.

Timing:

EPISODE # 100857

Production :

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# ADVENTURE TIME



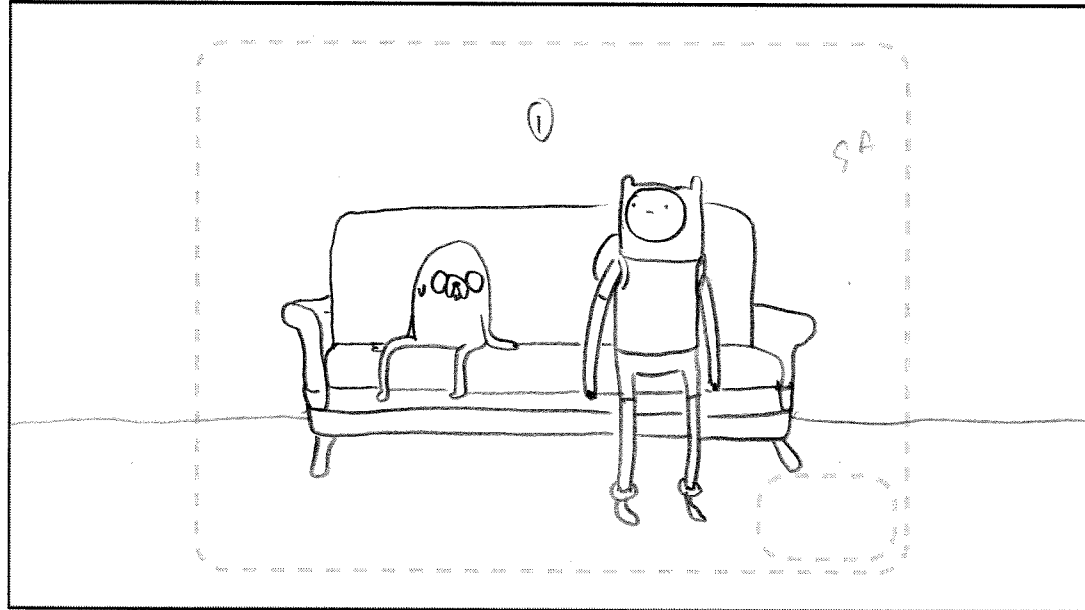
Page 45  
day night

Sc. 50

Pnl. F

Bg.

day night

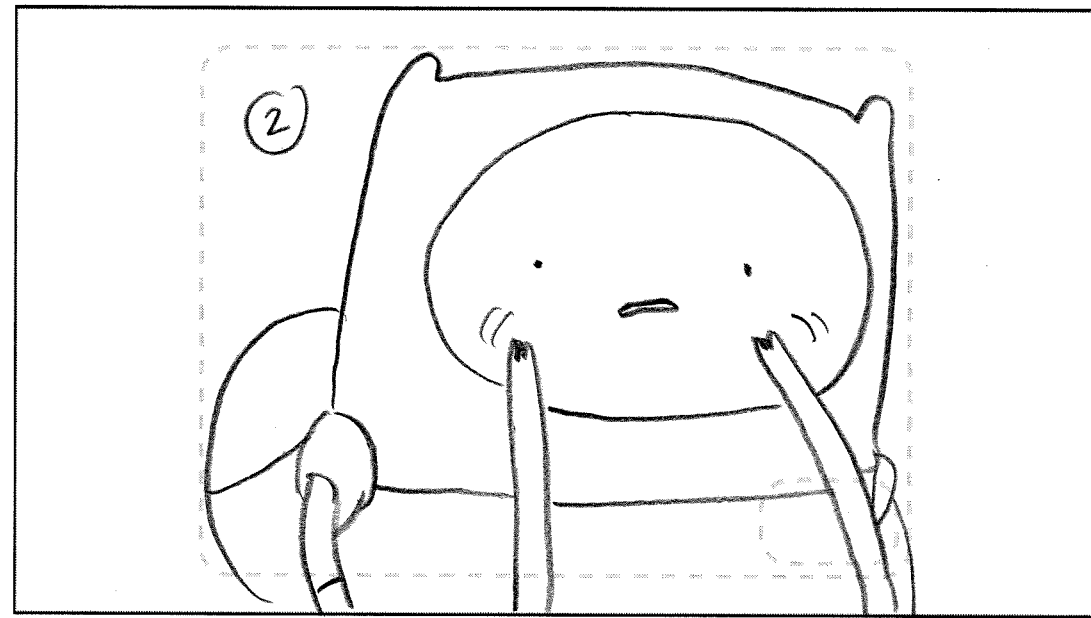


Sc. 51

Pnl. A

Bg.

day night



Dialog:

① did it work?

②

① I can't tell. I don't feel like I'm  
inside Marceline's  
memories.

Action:

② ① F&J look around



② Finn pats his face.

Timing:

EPISODE #  
100857

Production :

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ADVENTURE TIME

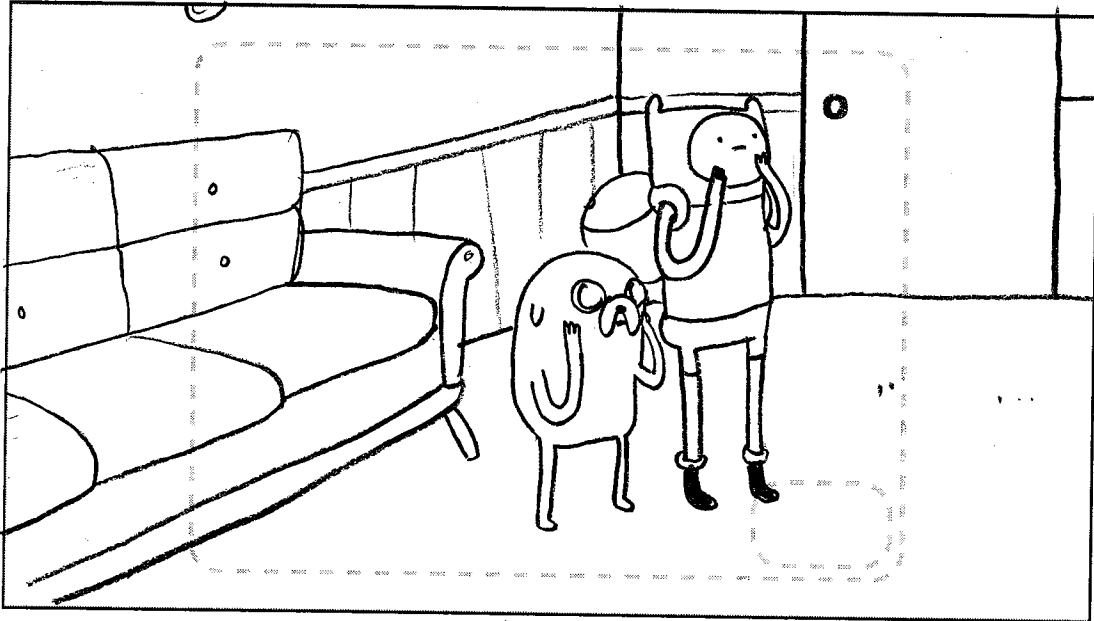


Sc. 51

Pnl. B

Bg.

day night

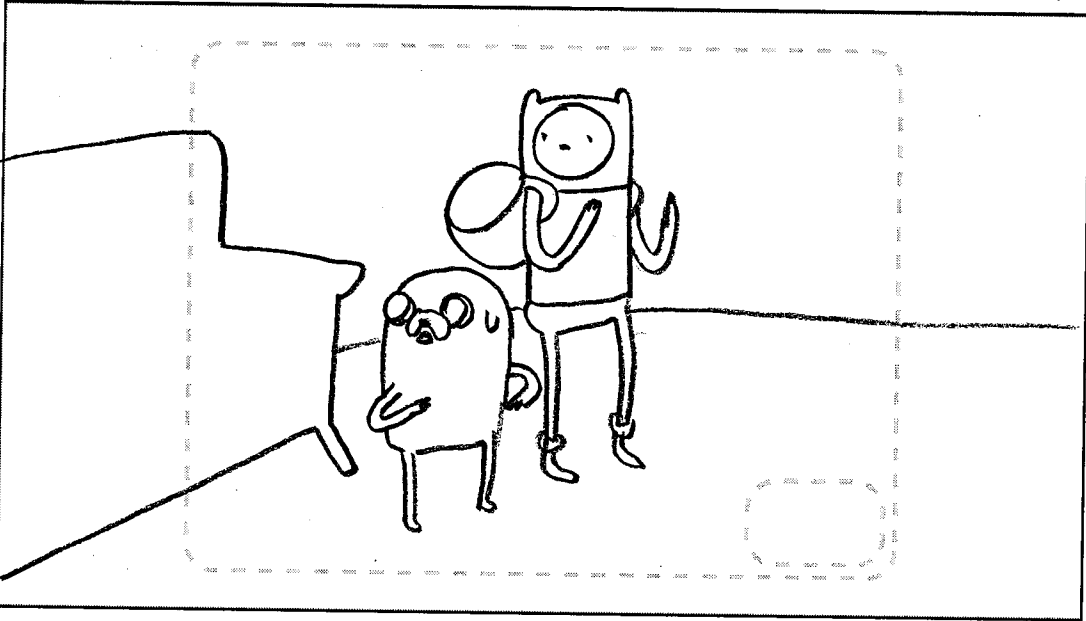


Sc. 51

Pnl. C

Bg.

day night



Dialog:

① me neither.

SFX (=cccrackkk=)

like breaking tree branch

② huh?

Action:

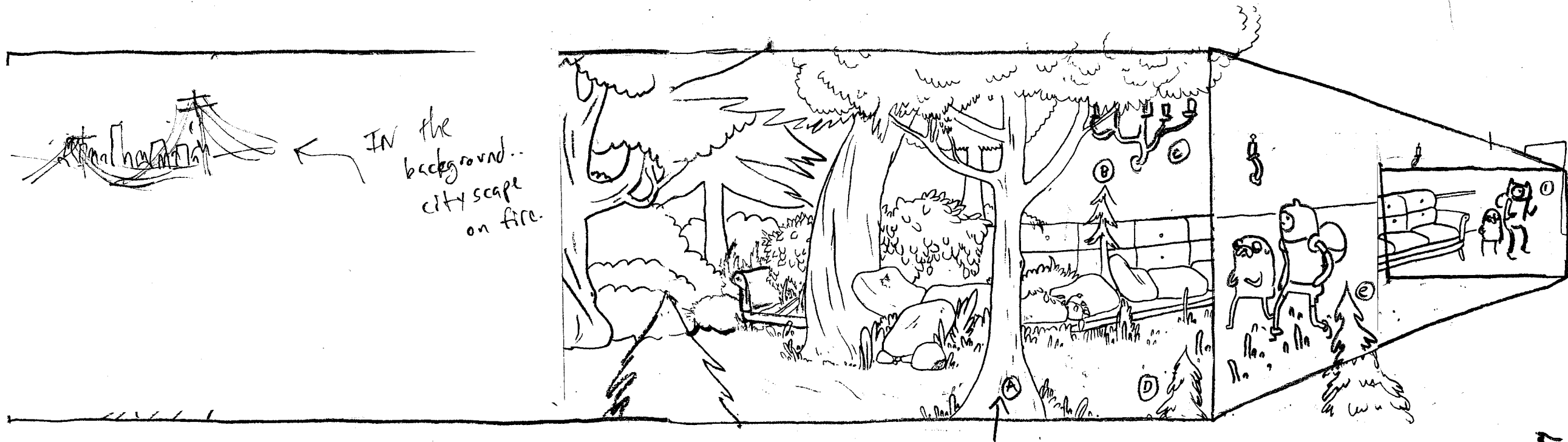
F&J pat their faces

Timing:

EPISODE #

100857

Production :



Trees grow (A, B, D, E)

Candelabra grows (C), and carpet grows too  
as F & J walk through scene.

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# ADVENTURE TIME



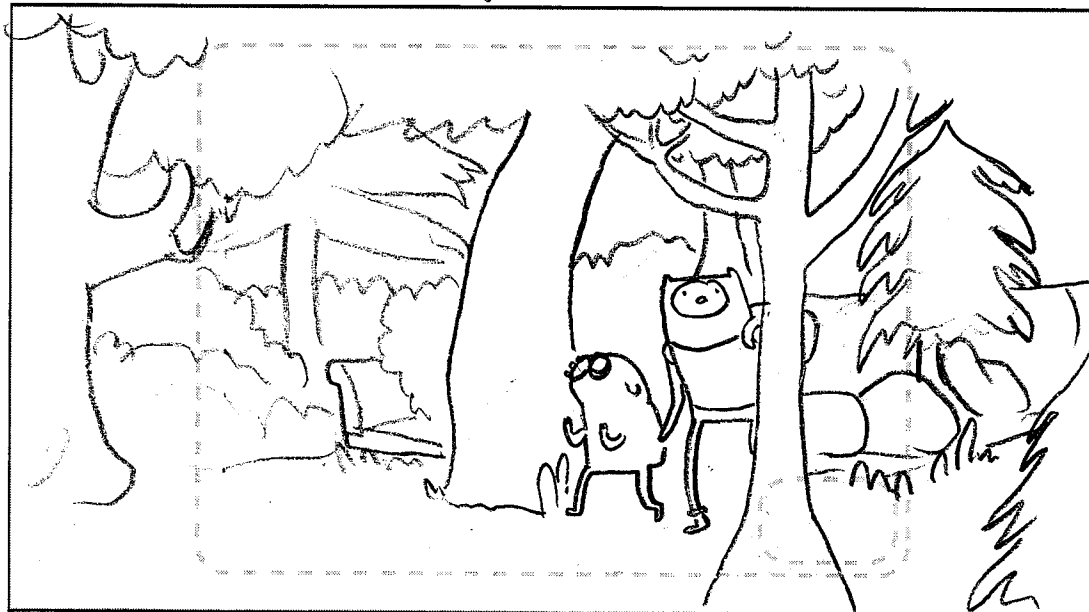
Page 49

Sc. 51

Pnl. D

Bg.

day night

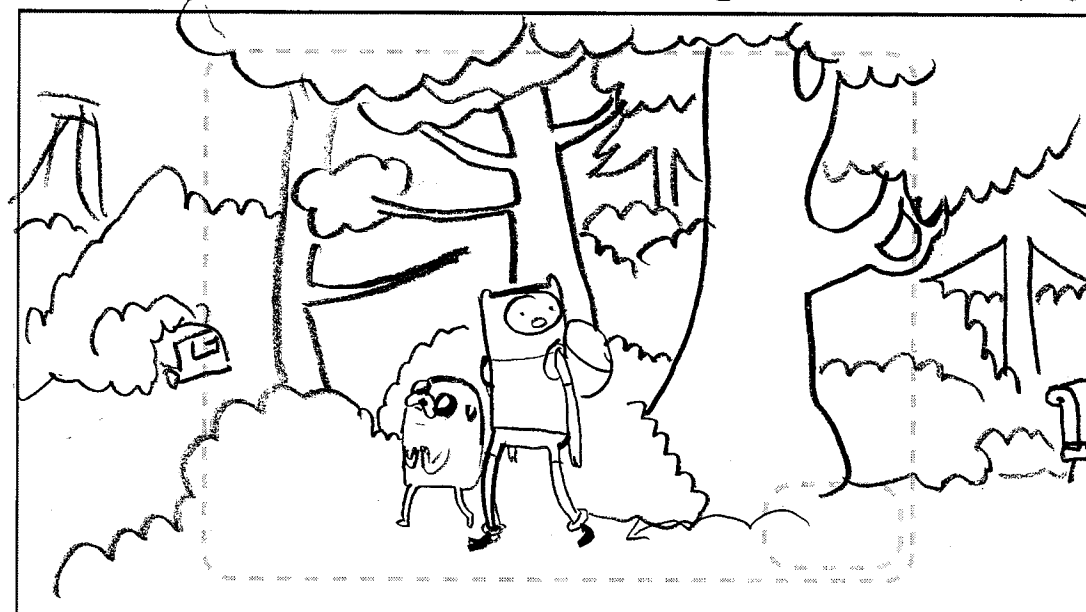


Sc. 51

Pnl. E

Bg.

day night



Dialog:

(J) Wooo..

(F) So.. if we're in marceline's memories..

Action:

Timing:

EPISODE #  
100857

Production :

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# ADVENTURE TIME



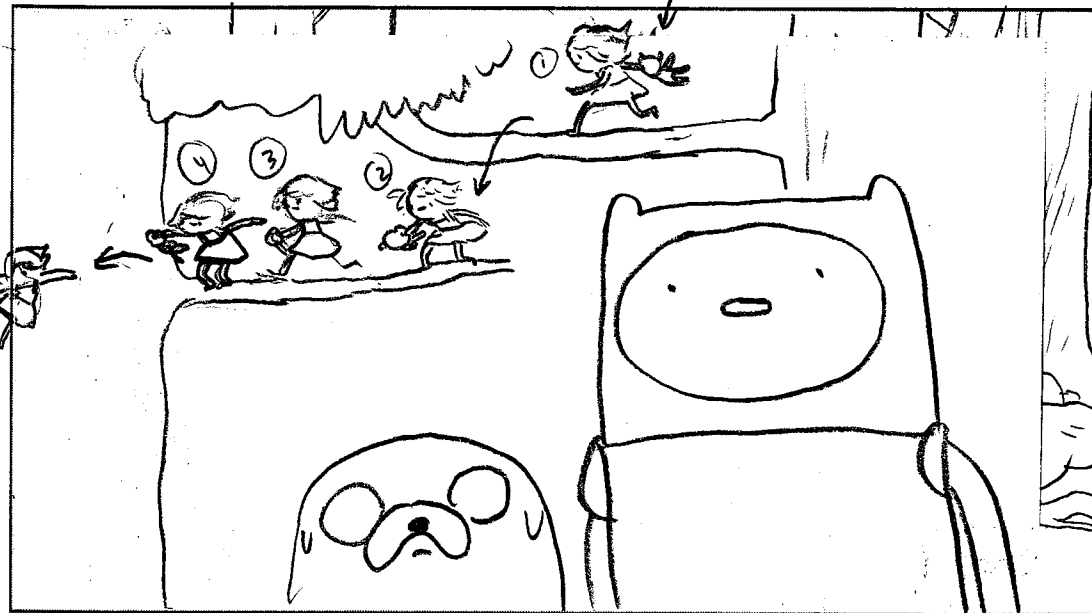
Page 50

Sc. 52

Pnl. A

Bg. (M) IN

day night

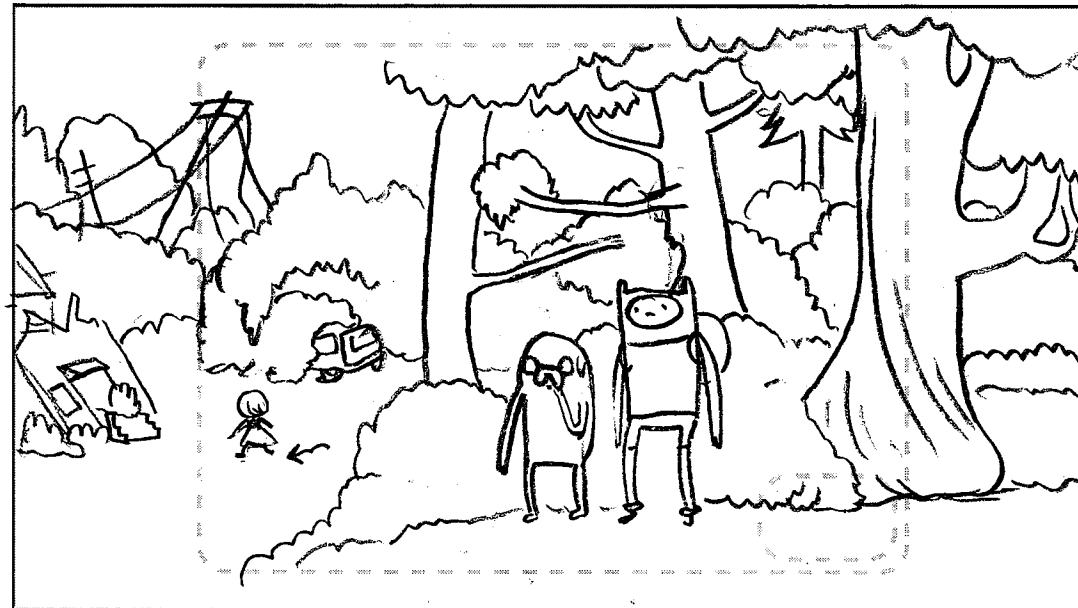


Sc. 53

Pnl. A

Bg.

day night



Dialog:

(F) Where's Marceline?

(J) hmm.

Action:

Marceline jumps onto tree branches behind F&J. (M) runs and jumps (out).

Timing:

EPISODE # 100857

Production :

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ADVENTURE TIME



Sc. 53

Pnl. 8

Bg.

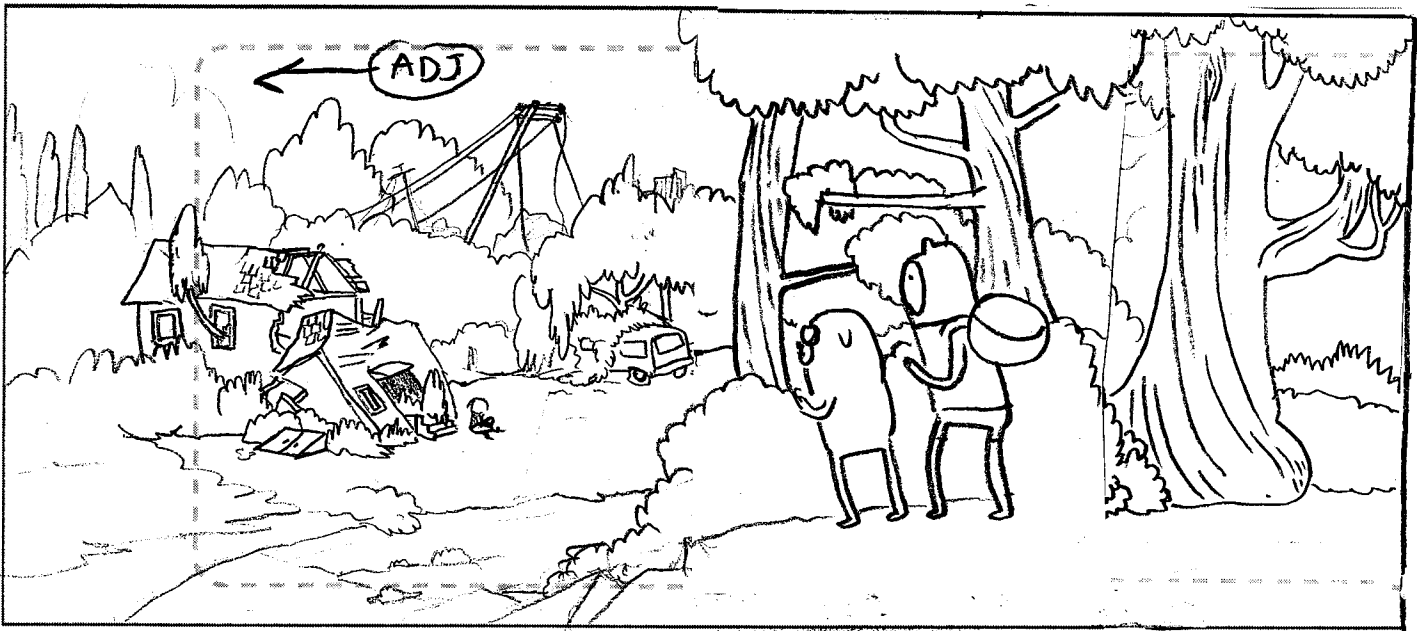
day night

Sc.

Pnl.

Bg.

day night



Dialog:

① there she is.

Action:

ADJ as marceline sits on the ground

Timing:

EPISODE # 100857  
Production :

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# ADVENTURE TIME



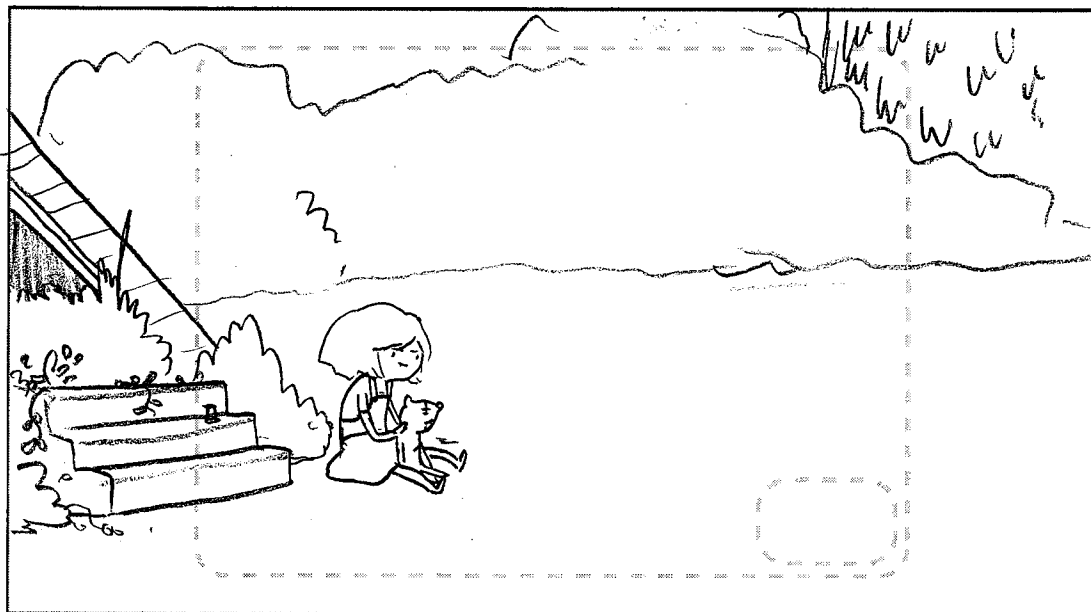
Page 52

Sc. 54

Pnl. A

Bg.

day night

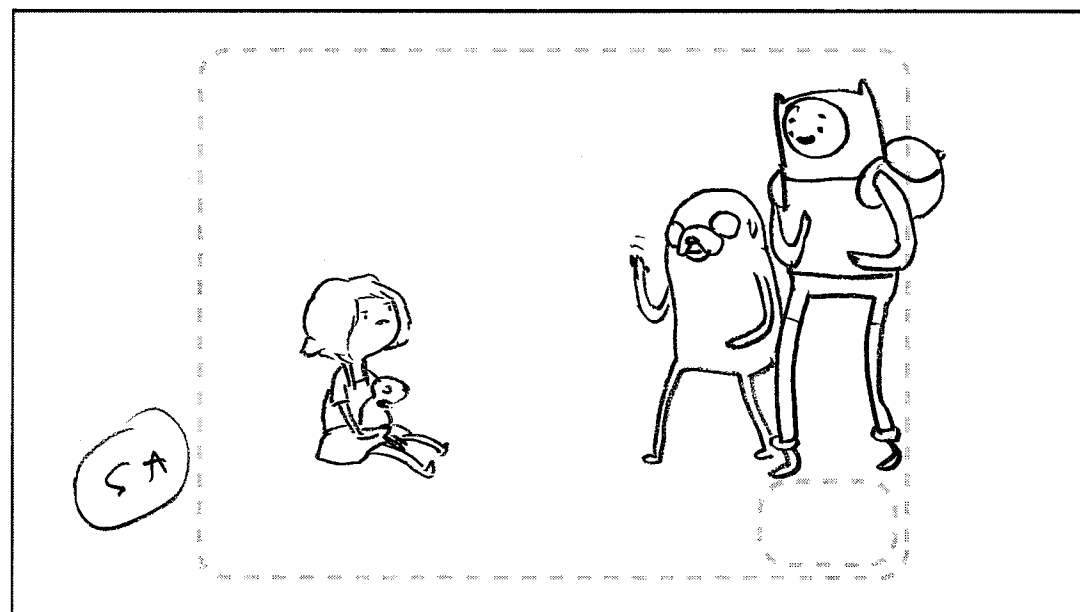


Sc. 54

Pnl. B

Bg.

day night



Dialog:

① hey lil' marcy!

Action:

Timing:

100257

EPISODE #

Production :



ADVENTURE TIME

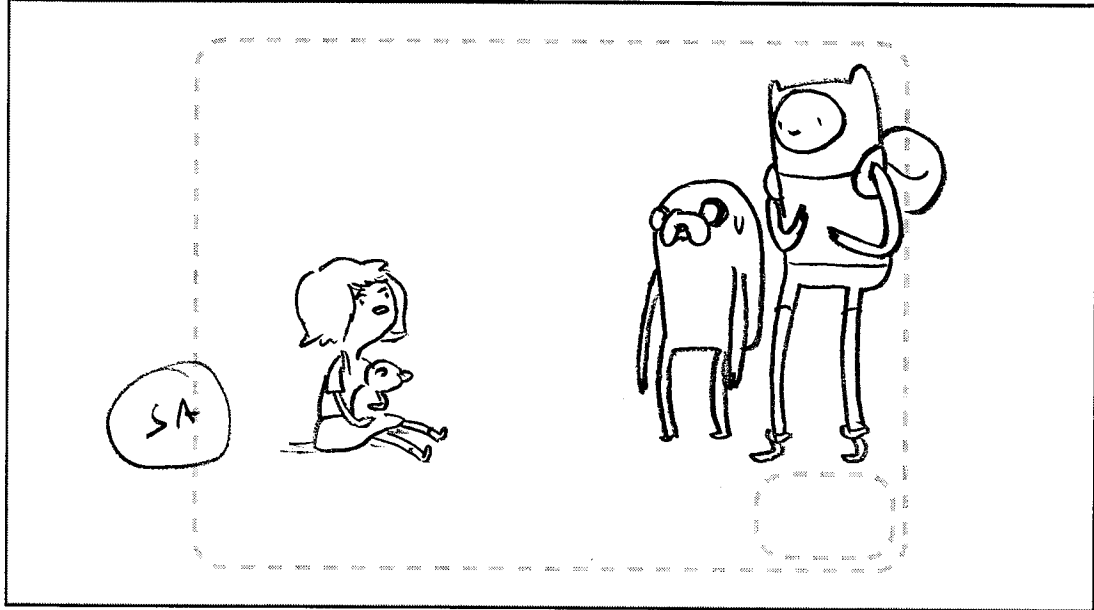


Sc. 54

Pnl. C

Bg.

day night

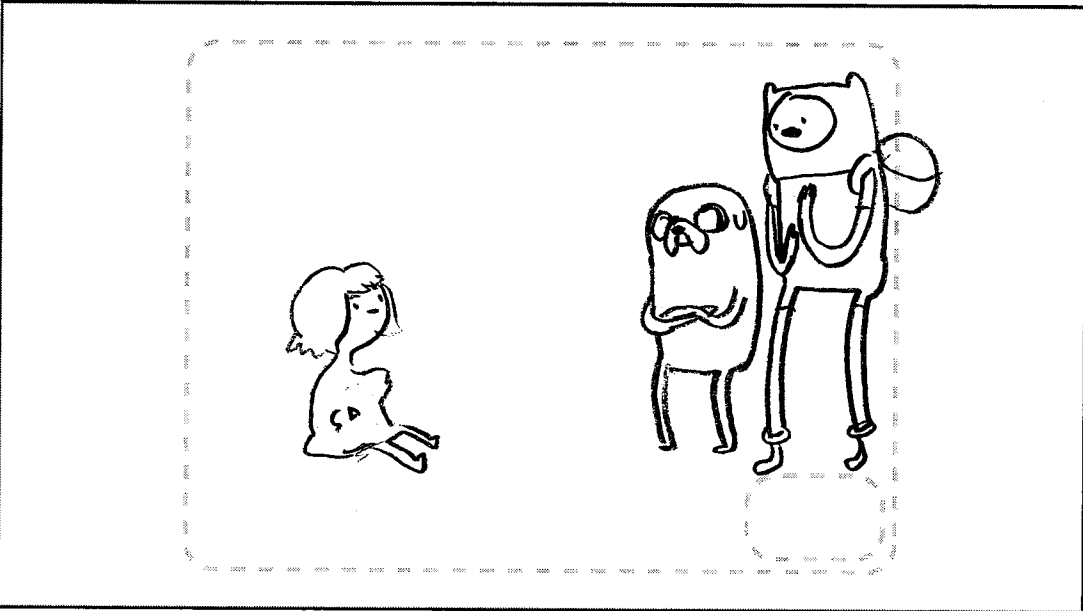


Sc. 54

Pnl. D

Bg.

day night



Dialog:

(M) who are you guys?

(F) we're Finn and Jake

Action:

Timing:

EPISODE # 100857

Production :

# ADVENTURE TIME



Page 54

Sc. 54

Pnl. E

Bg.

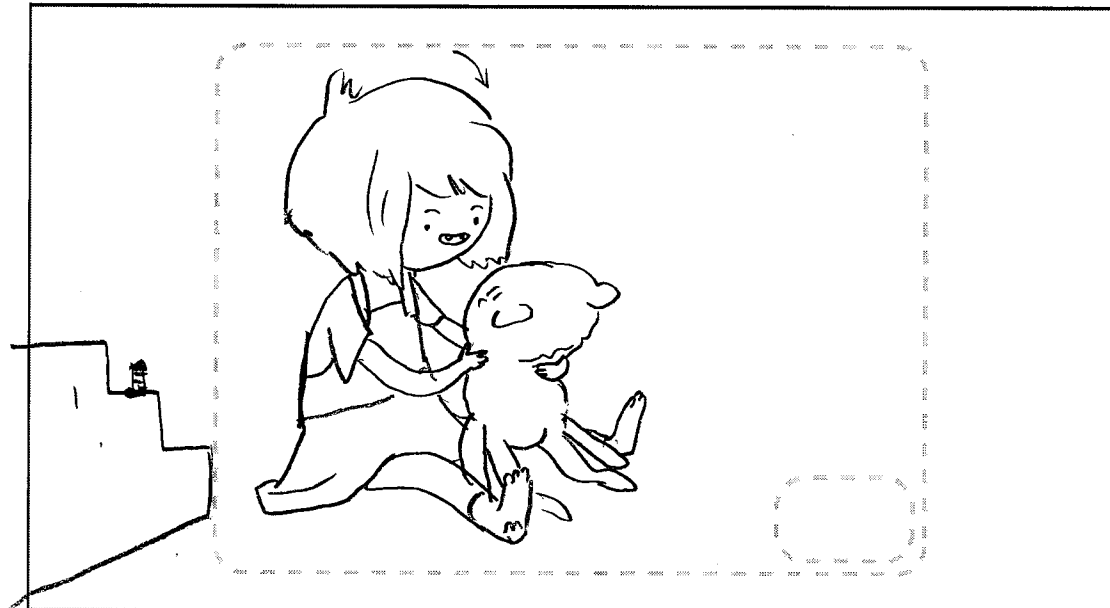
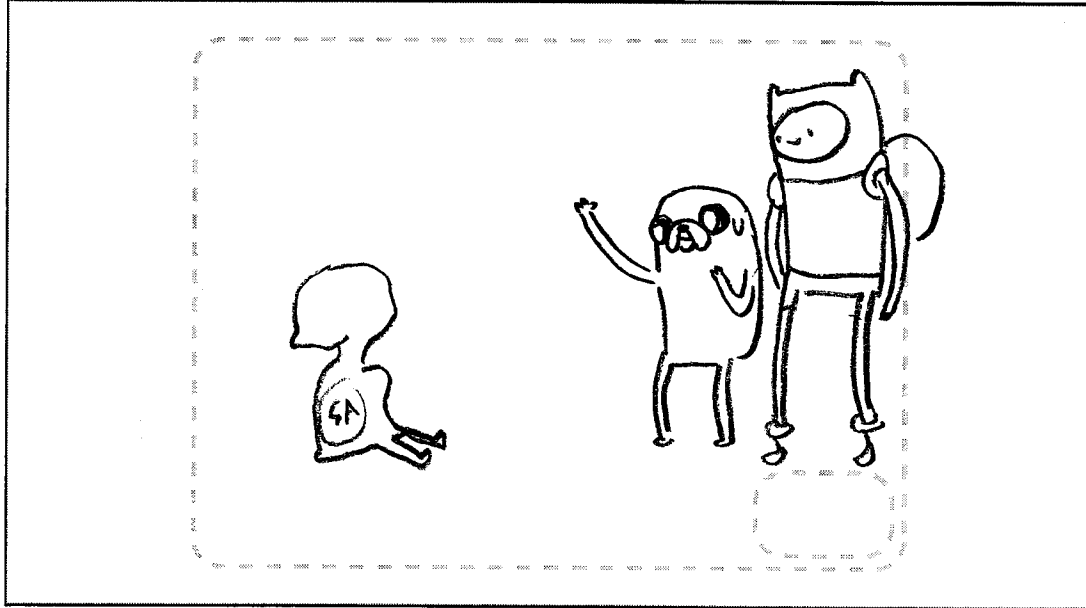
day night

Sc. 55

Pnl. A

Bg.

day night



Dialog:

① we're your friend S!

② Hambo is my only friend.

Action:

Timing:

EPISODE #  
100857

Production :

# ADVENTURE TIME

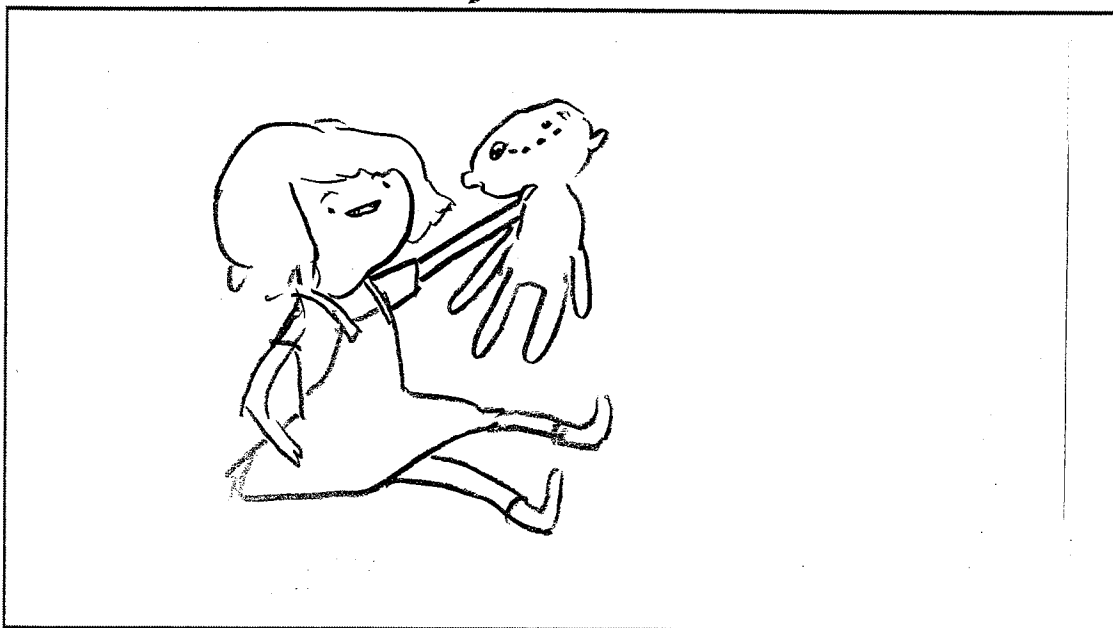


Sc. 55

Pnl. B

Bg.

day night

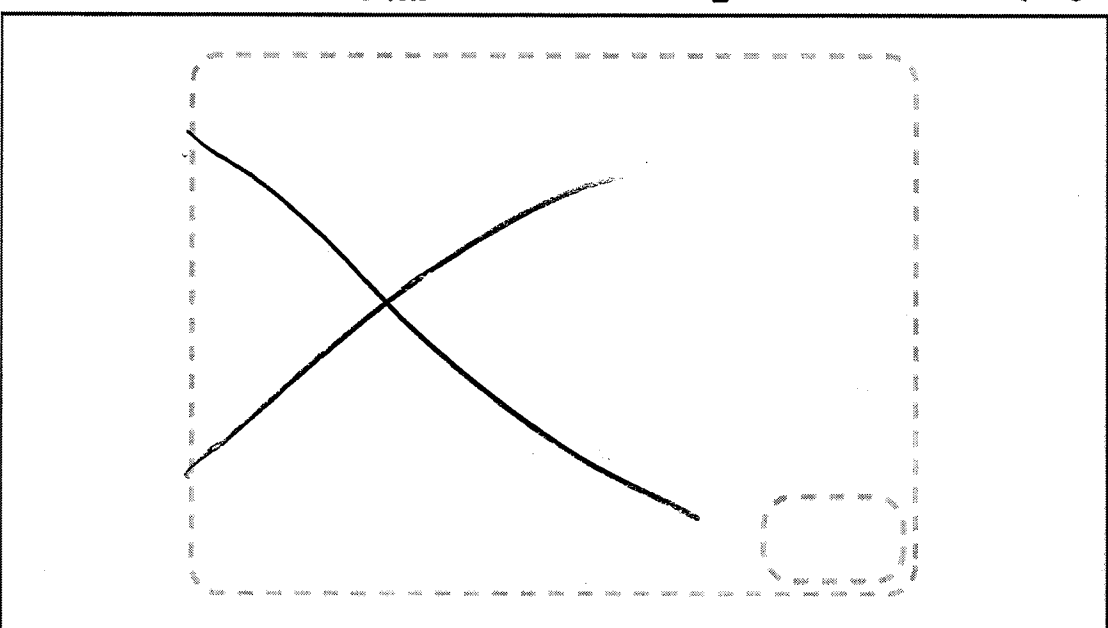


Sc.

Pnl.

Bg.

day night



Dialog:	(M) See!
Action:	
Timing:	

EPISODE # 100857

Production :

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# ADVENTURE TIME



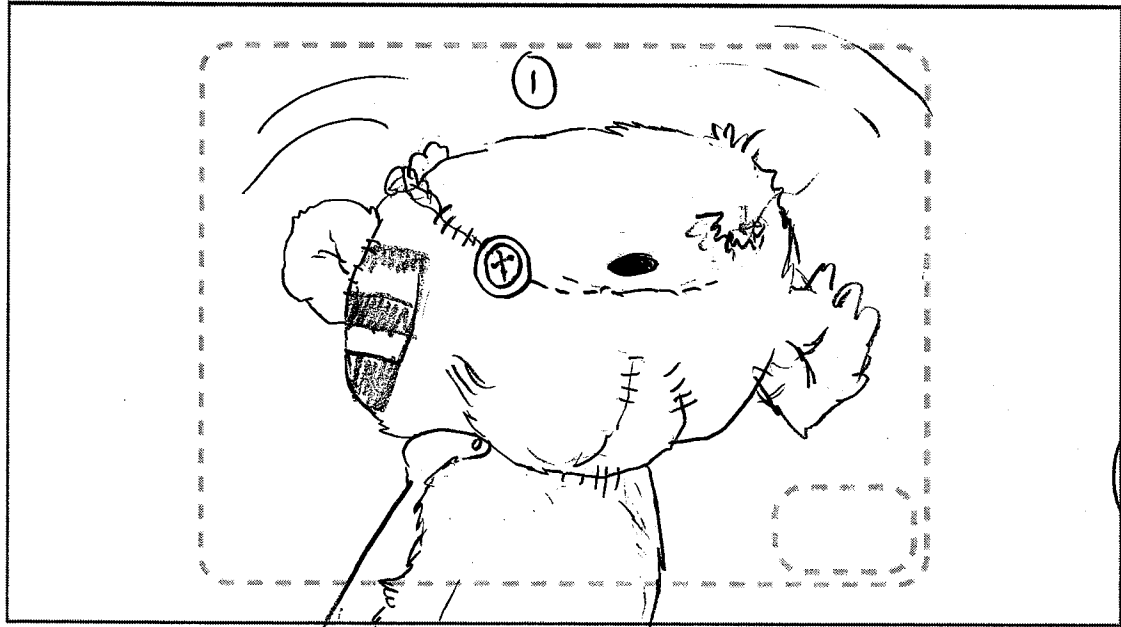
Page 56

Sc. 56

Pnl. A

Bg.

day night

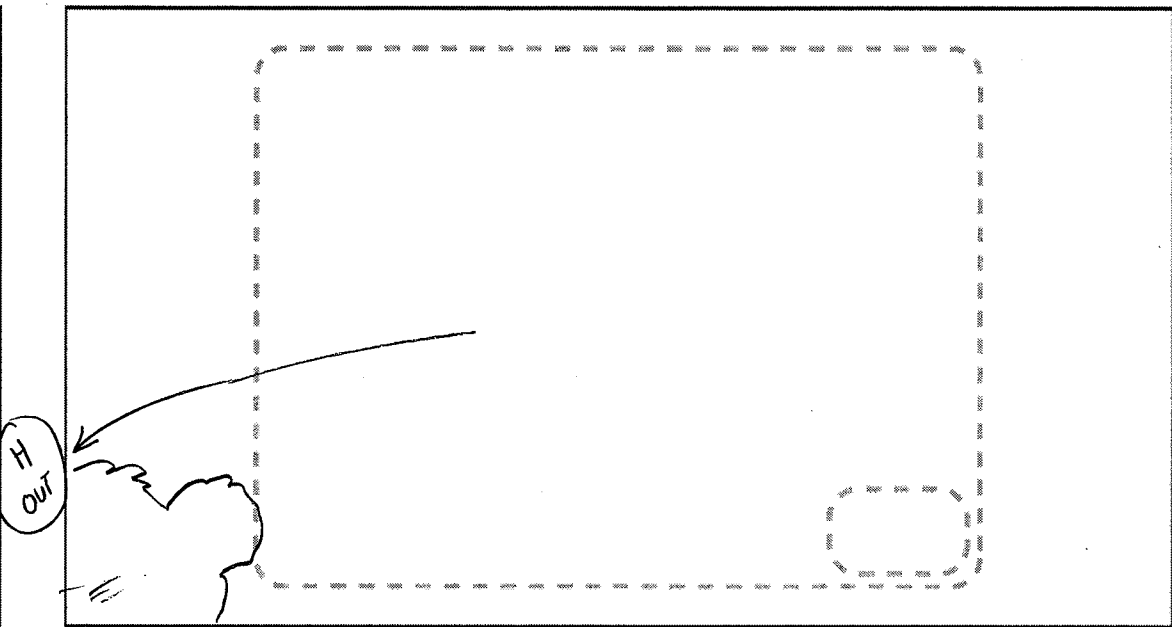


Sc. 56

Pnl. B


Bg.

day night



Dialog:

Action:

m shakes hanbo (2)   
cycle (1)(2) x 2

Timing:

100857

EPISODE #

Production :

ADVENTURE TIME

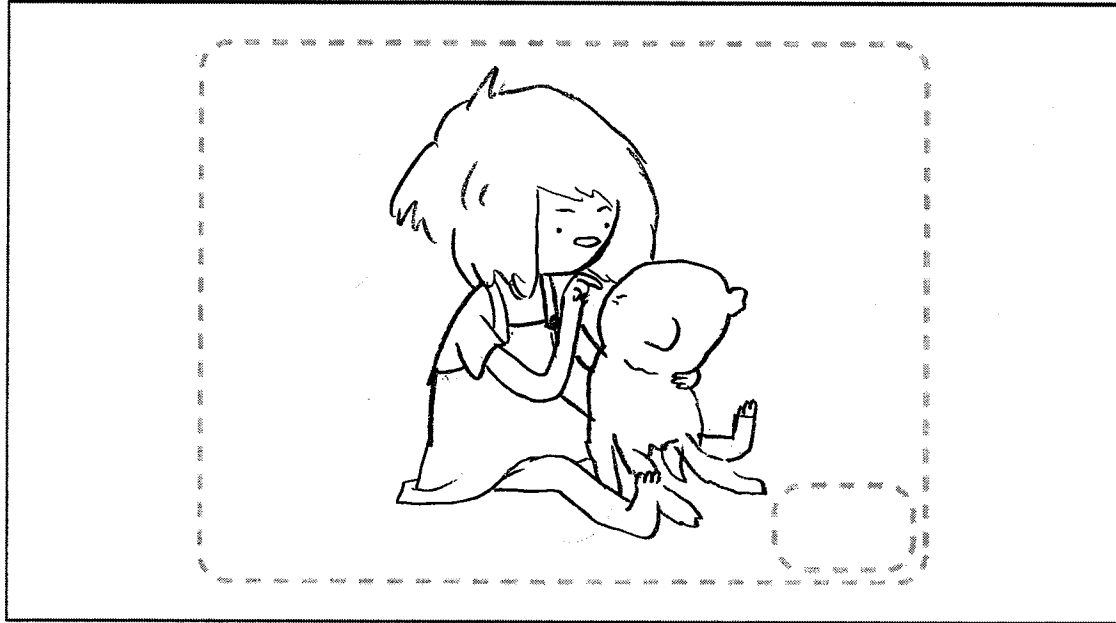


Sc. 57

Pnl. A

Bg.

day night

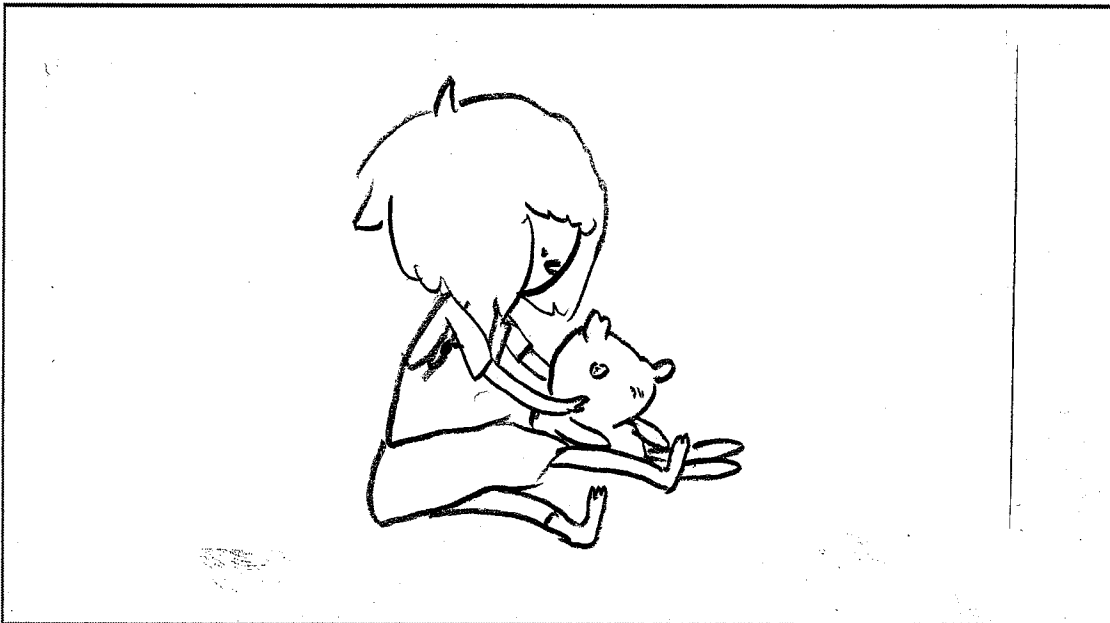


Sc. 57

Pnl. B

Bg.

day night



Dialog:	
(M) You need another eyeball surgery, pal.	(M) lucky for you, we found a donor
Action:	
Timing:	

EPISODE # 100857  
Production :

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# ADVENTURE TIME



Page 58

Sc. 57

Pnl. C

Bg.

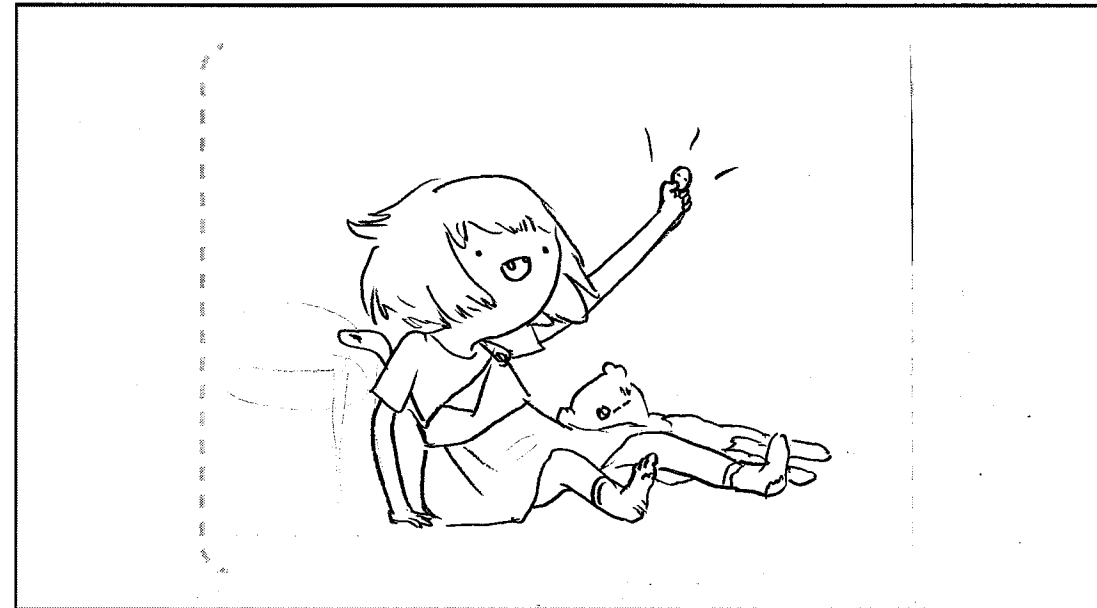
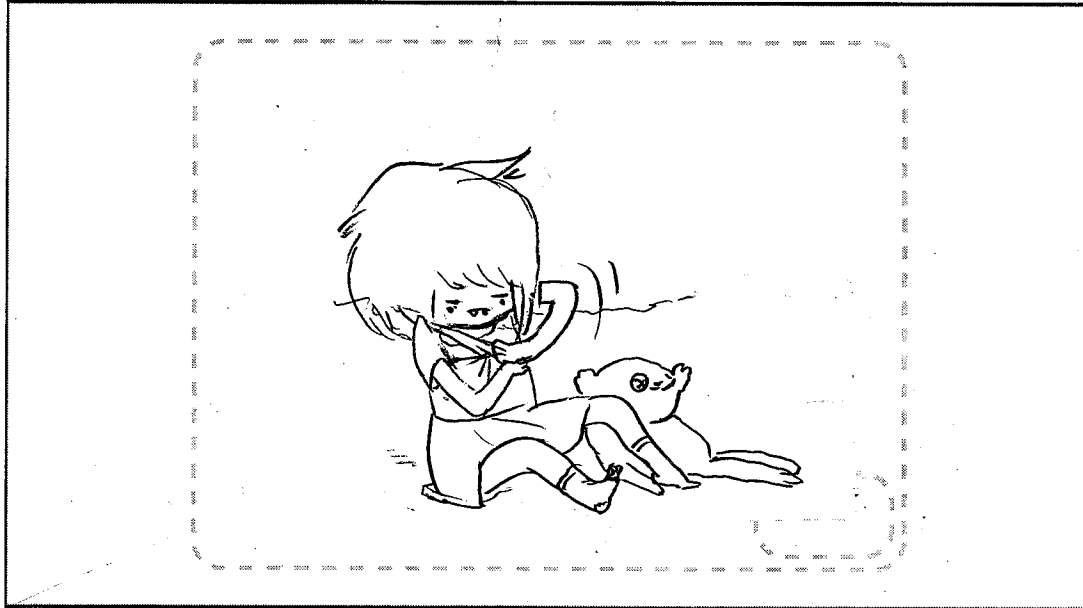
day night

Sc. 57

Pnl. D

Bg.

day night



Dialog:

(rip!)

Action:

Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME

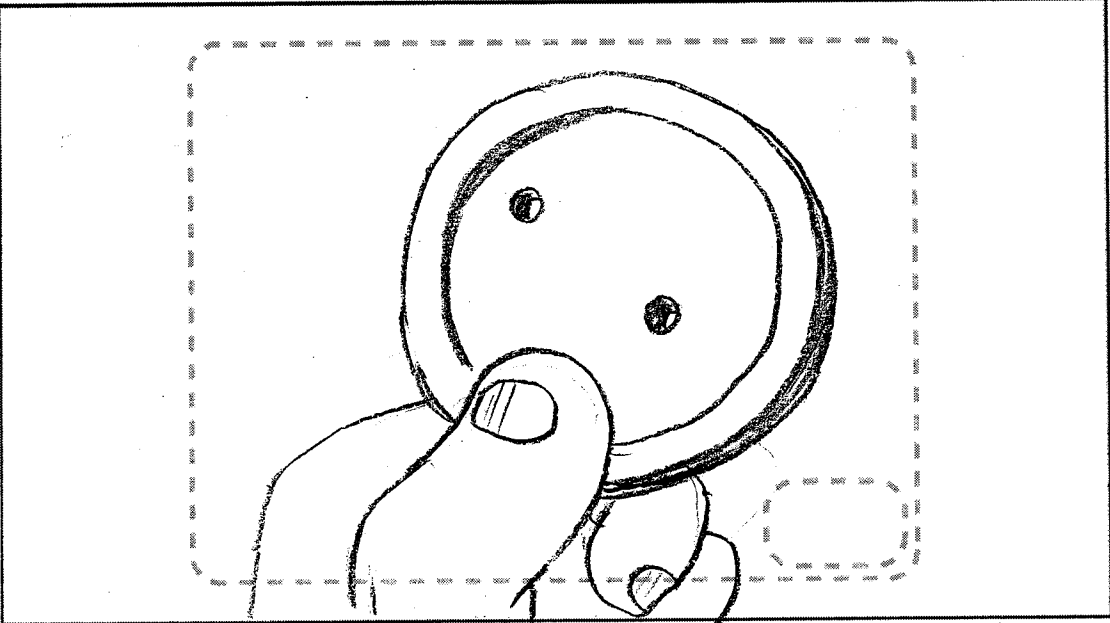


Sc. 58

Pnl. A

Bg.

day night

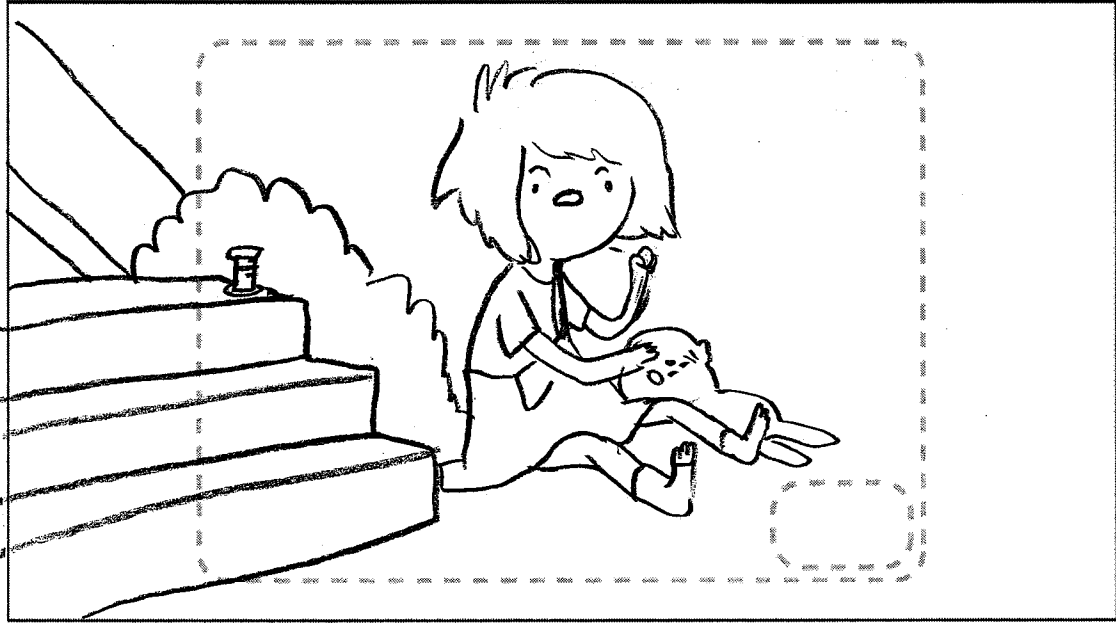


Sc. 59

Pnl. A

Bg.

day night



Dialog:

(M) (05) eyeball!

(M) Nurse! hand me the string!

Action:

Timing:

EPISODE # 100857

Production :

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# ADVENTURE TIME



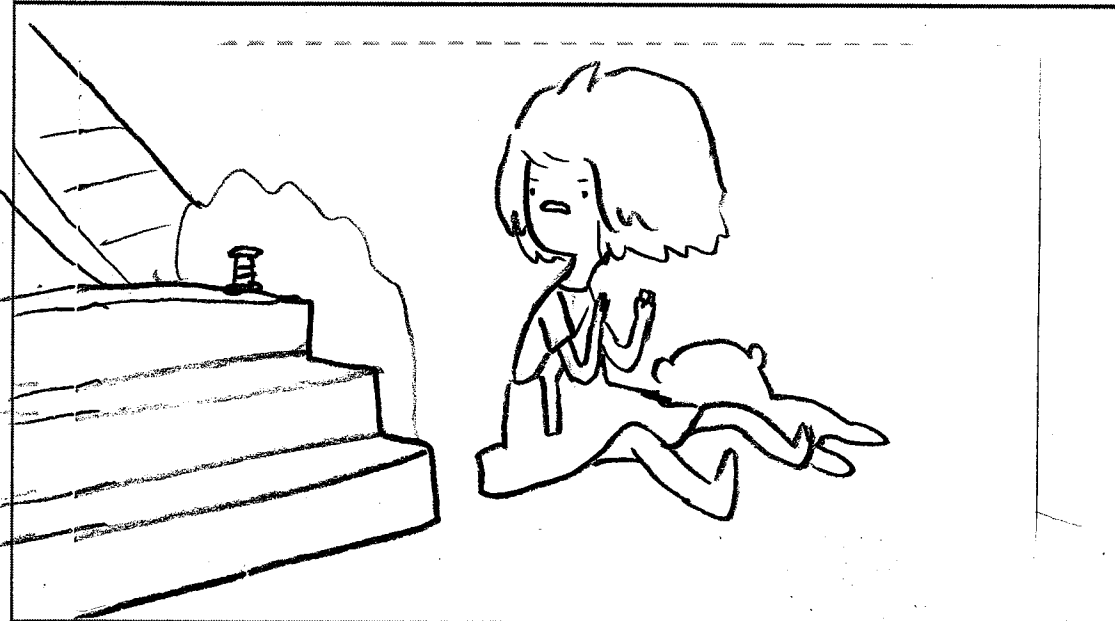
Page 60

Sc. 59

Pnl. 8

Bg.

day night

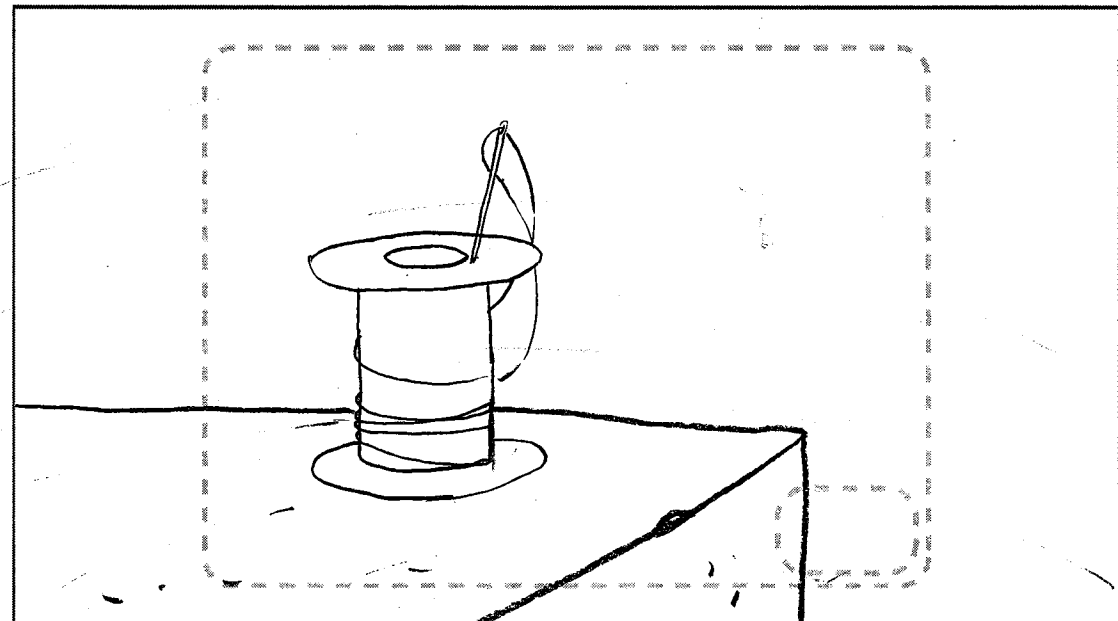


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Ⓜ yes doctor

Action:

Timing:

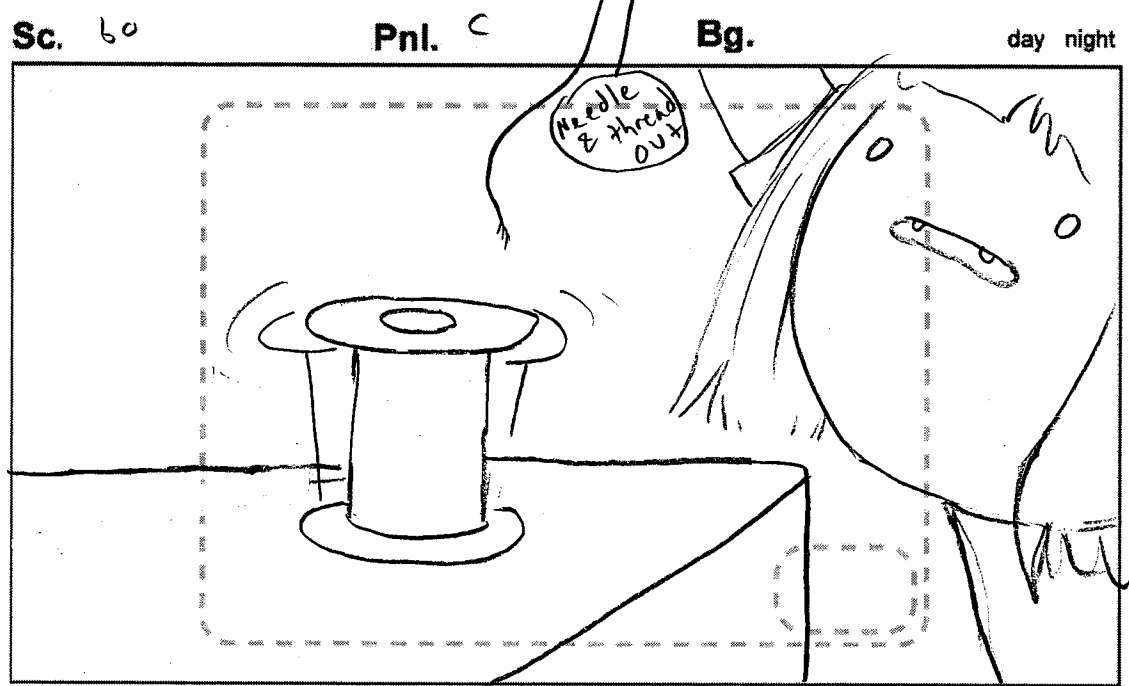
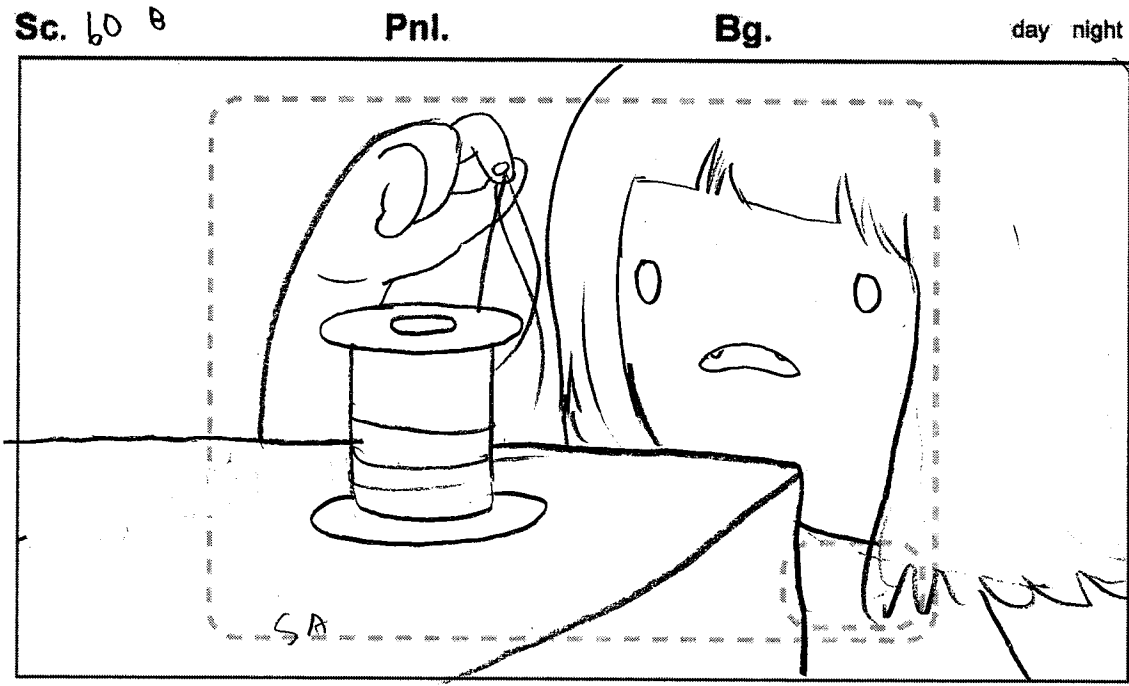
EPISODE # 100857

Production :



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# ADVENTURE TIME



Dialog:	(M) it's our last piece...
Action:	Spool spins as string gets pulled off of it
Timing:	

EPISODE # 100857

Production :

(M) out

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# ADVENTURE TIME



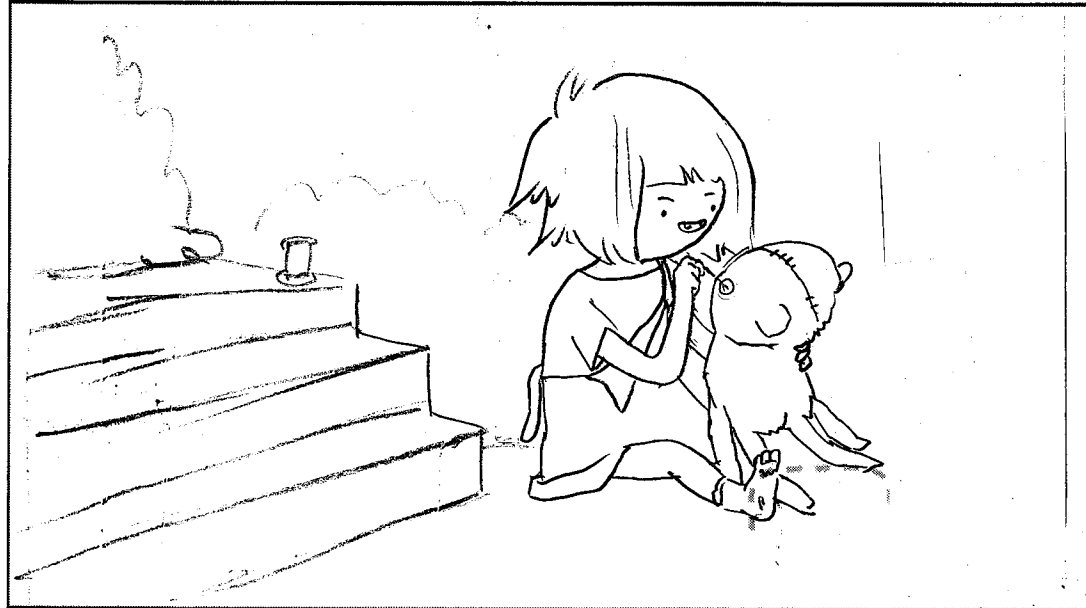
Page 62

Sc. 60

Pnl. D

Bg.

day night

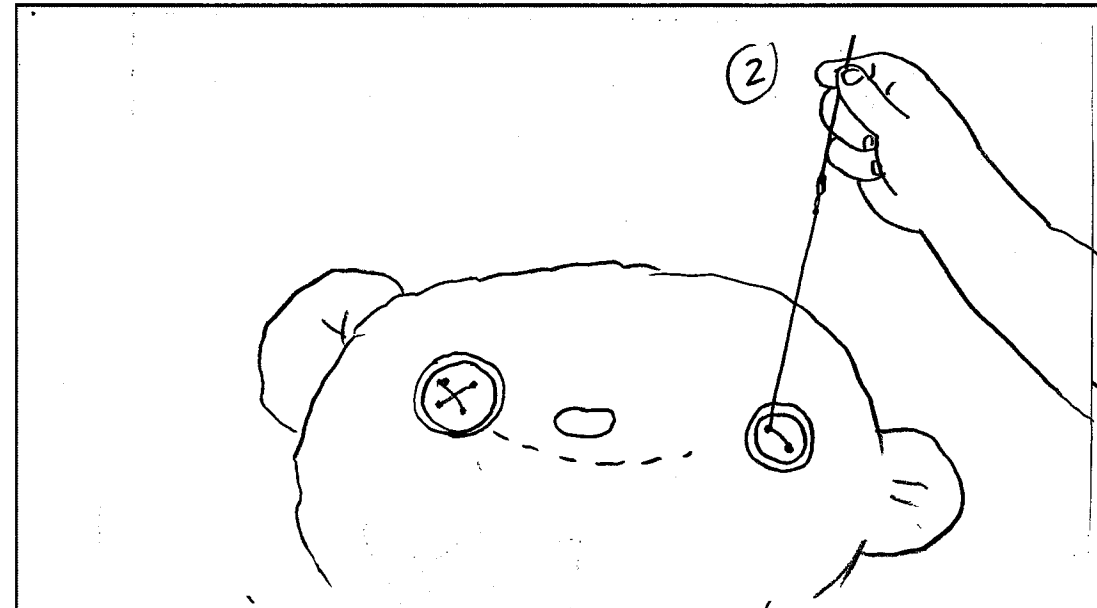


Sc. 61

Pnl. A

Bg.

day night



Dialog:

hold still

(M) i'm hurting you

Action:



Timing:

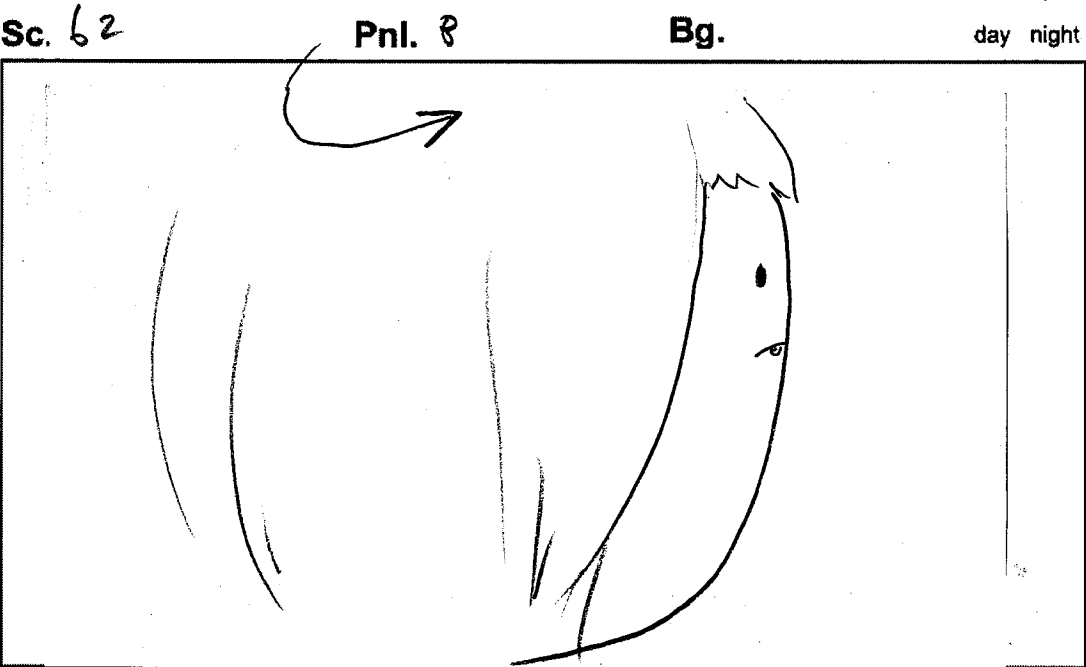
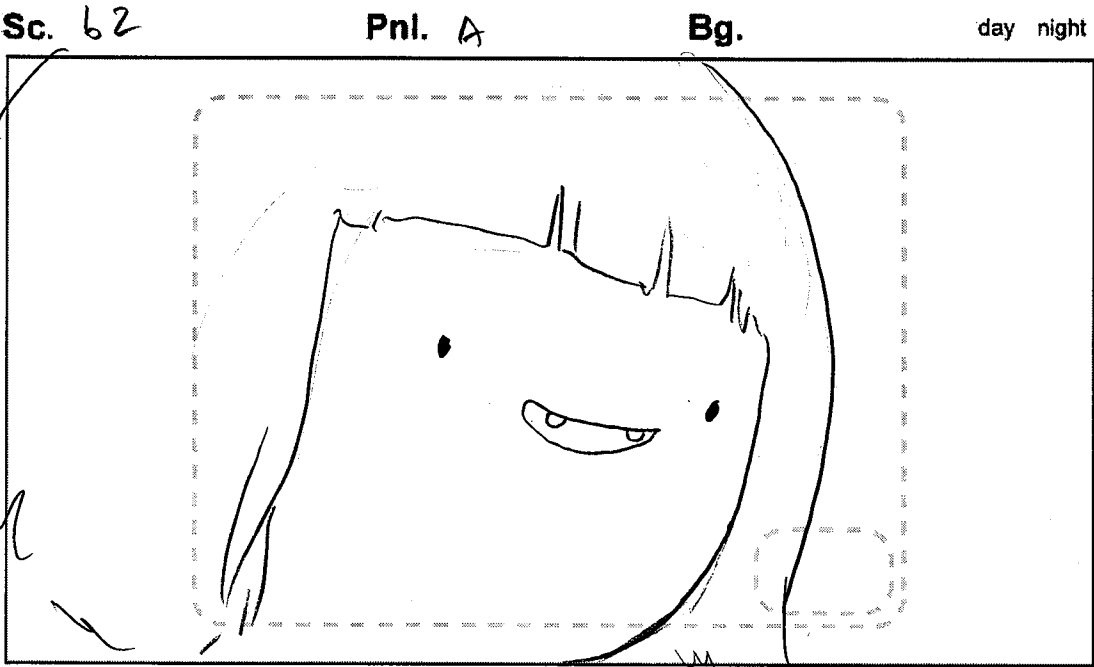
100857

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
(M) because I love you! (J) (os) Ahem!
Action:
Timing:

100857

EPISODE #

Production :

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ADVENTURE TIME

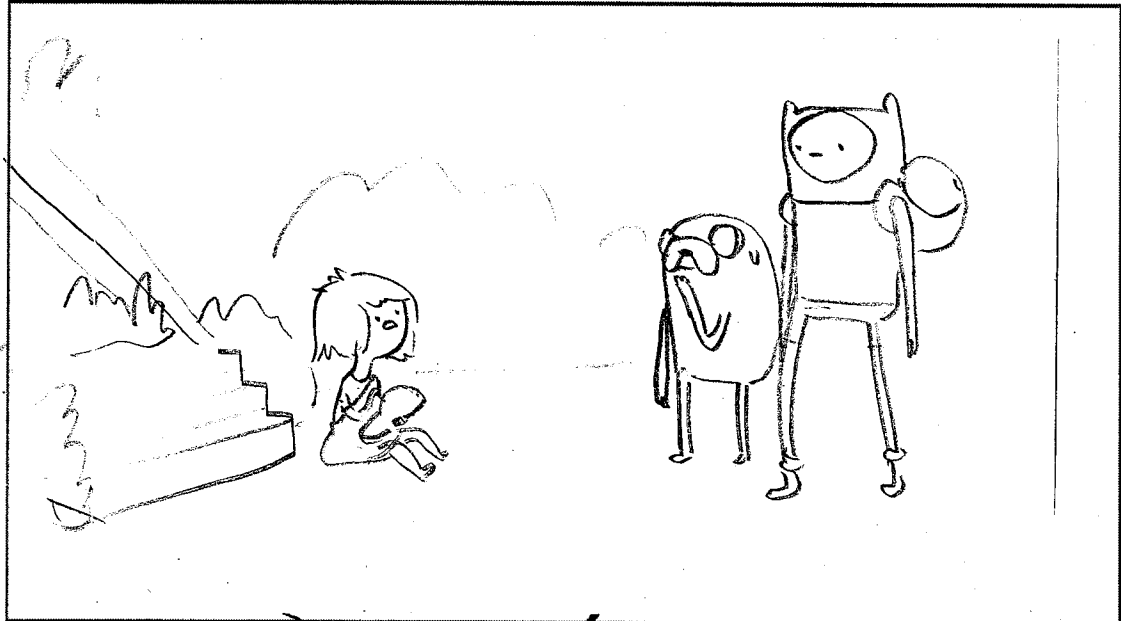


Sc. 63

Pnl. A

Bg.

day night

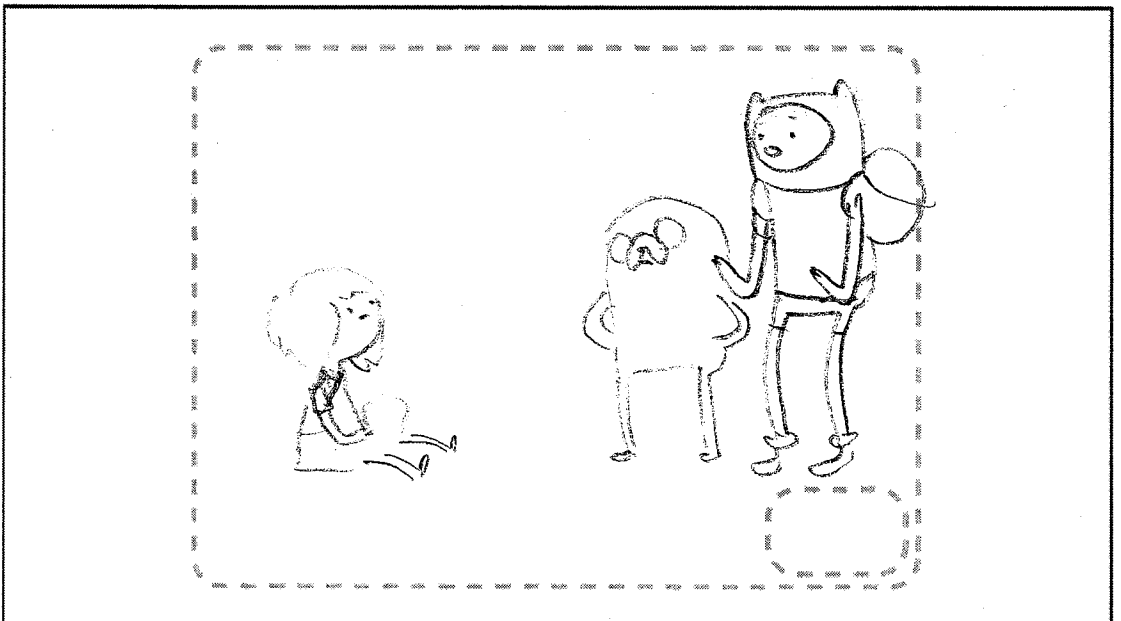


Sc. 63

Pnl. B

Bg.

day night



Dialog:
(M) huh? what are you guys doing here still? (F) We're trying to wake you up!
Action:
Timing:

EPISODE # 100857  
Production :

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ADVENTURE TIME

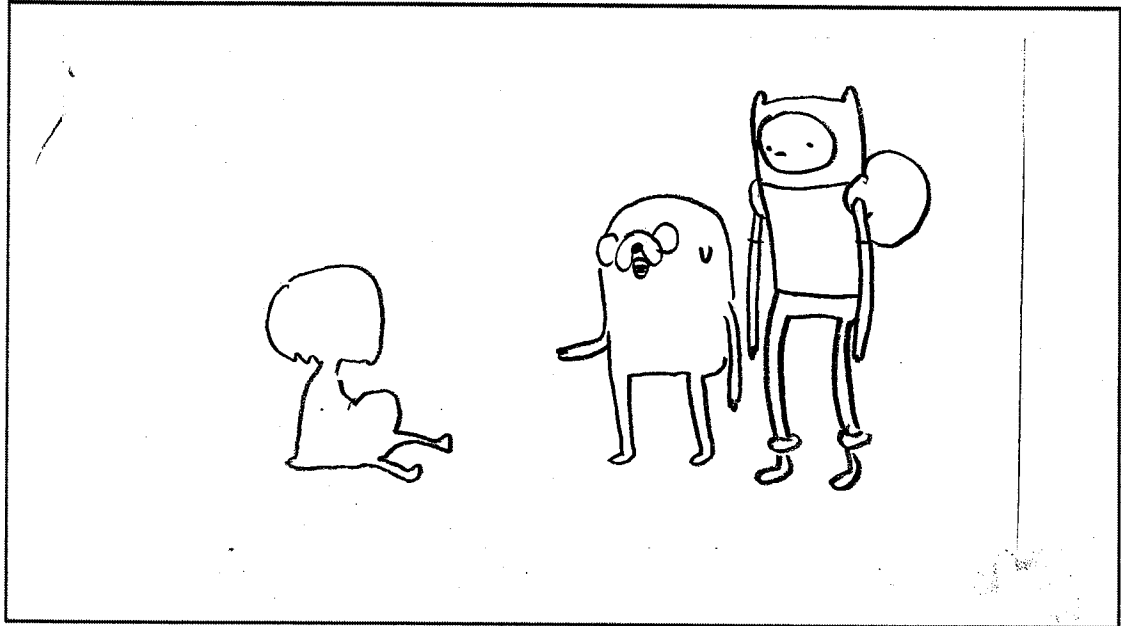


Sc. 63

Pnl. C

Bg.

day night

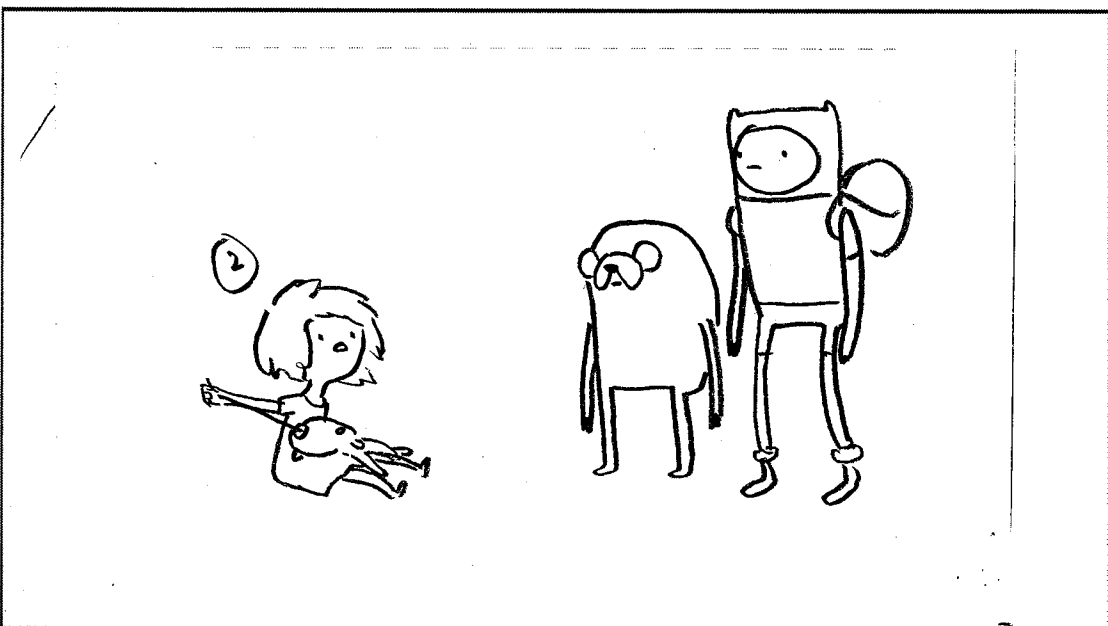


Sc. 63

Pnl. D

Bg.

day night



Dialog:	① do you know where your memory core is?	① Nop. ② But there might be anything behind the cellar door.
Action:	①	
Timing:		

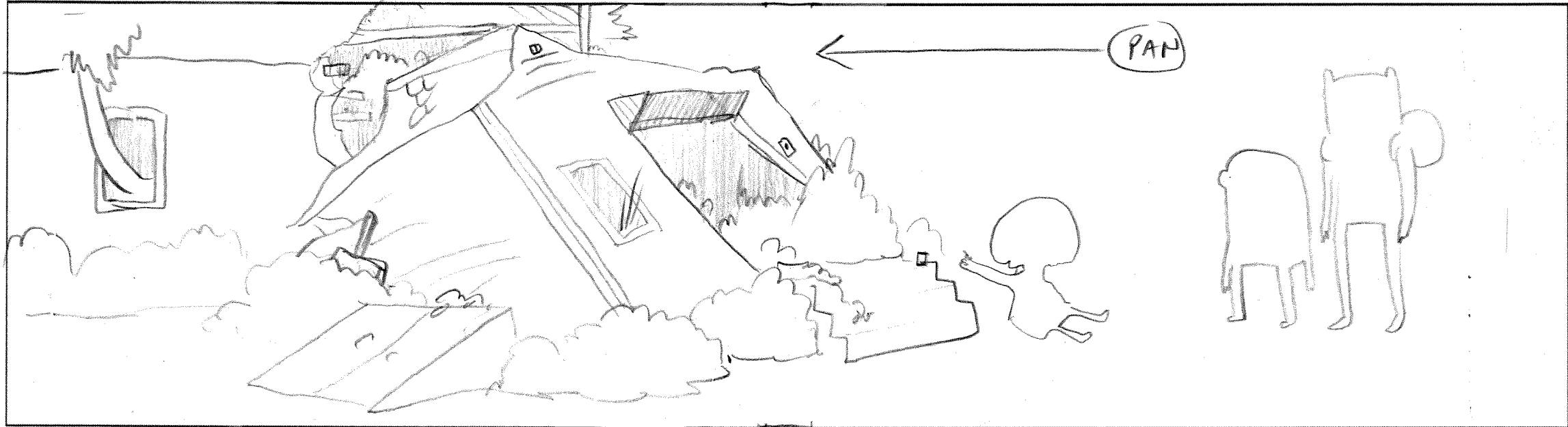
EPISODE # 100857  
Production :

# ADVENTURE TIME



Page 64

Sc. 63 Pnl. F Bg. day night Sc. Pnl. Bg. day night



Dialog:

(M) and it rhymes with "memory core"

Action:

Timing:

100057

EPISODE #

Production :

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ADVENTURE TIME

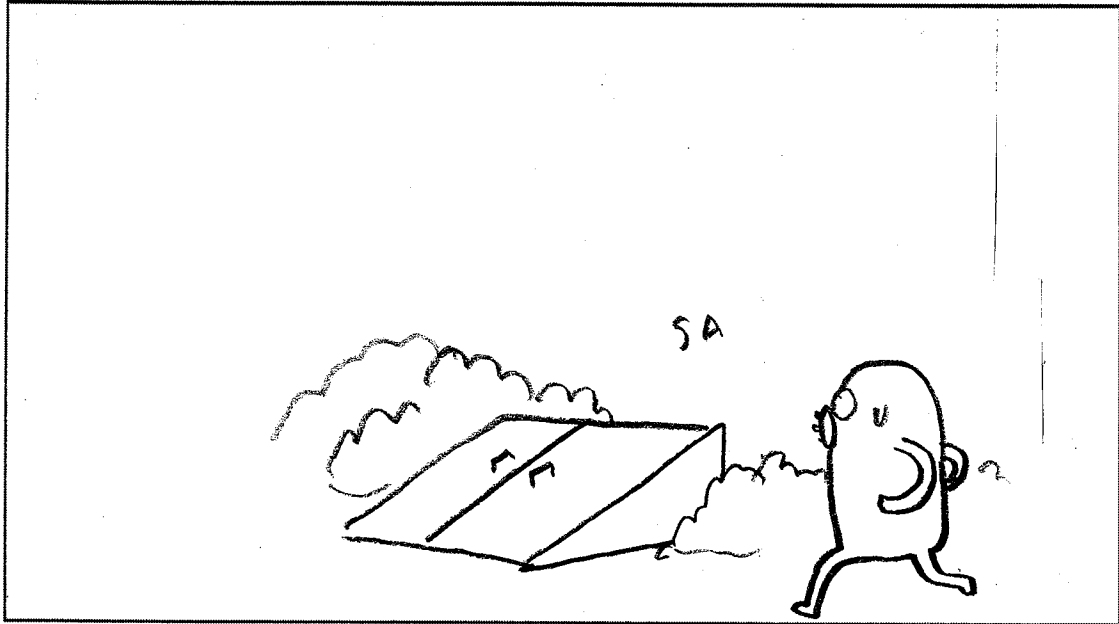


Sc. 63

Pnl. G

Bg.

day night

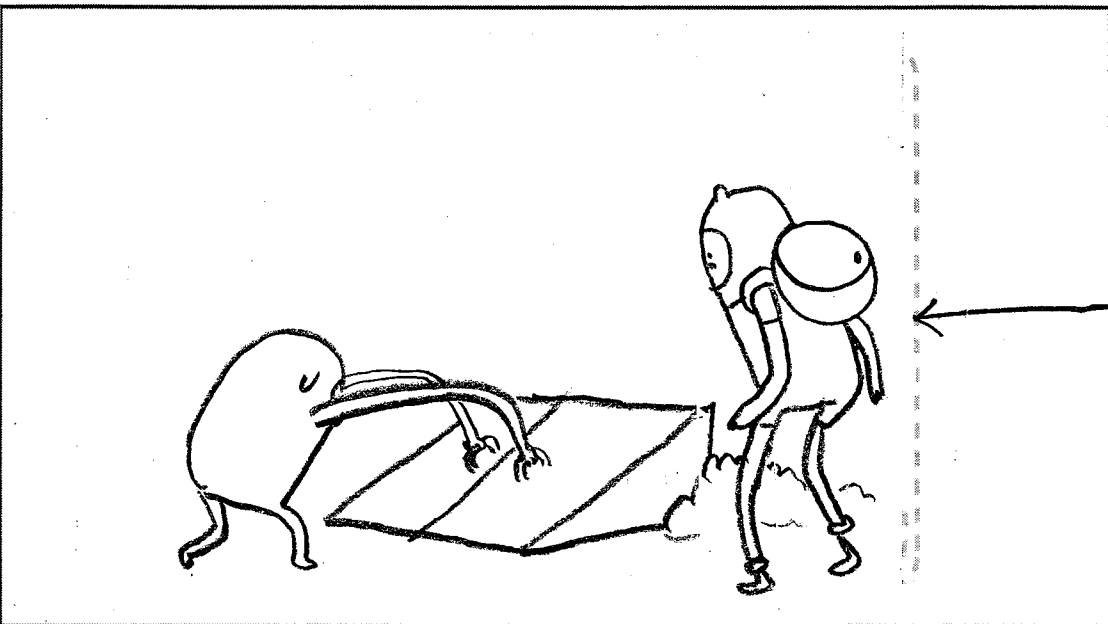


Sc. 63

Pnl. H

Bg.

day night



FIND

EPISODE #

100857

Production :

Dialog:

① ooh ! ooh !

① could be jams an pickles  
down there !

Action:

Timing:

# ADVENTURE TIME



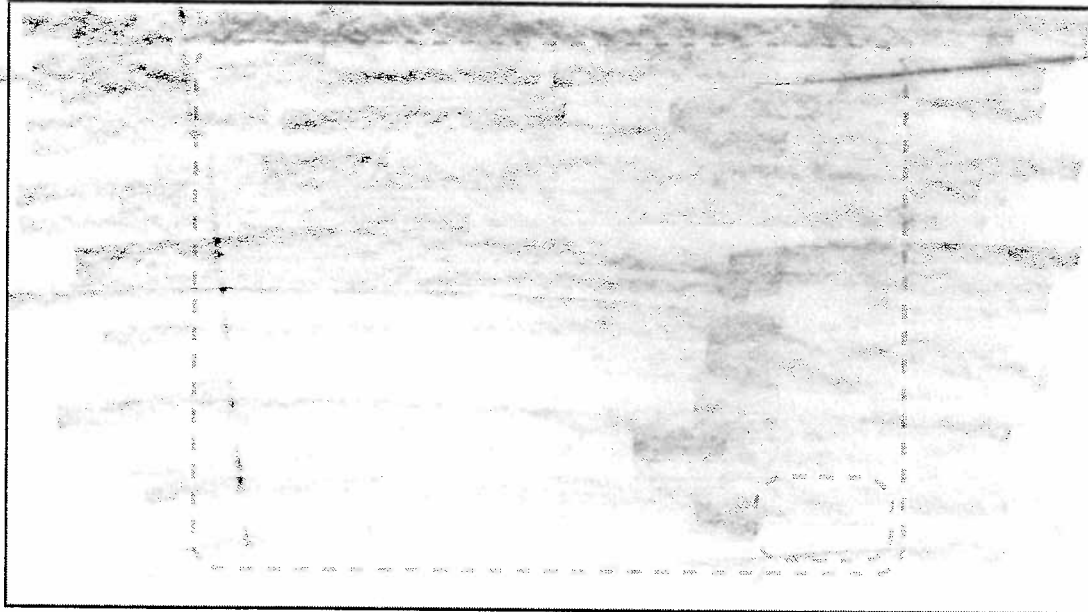
Page 68

Sc. 64

Pnl. A

Bg.

day night

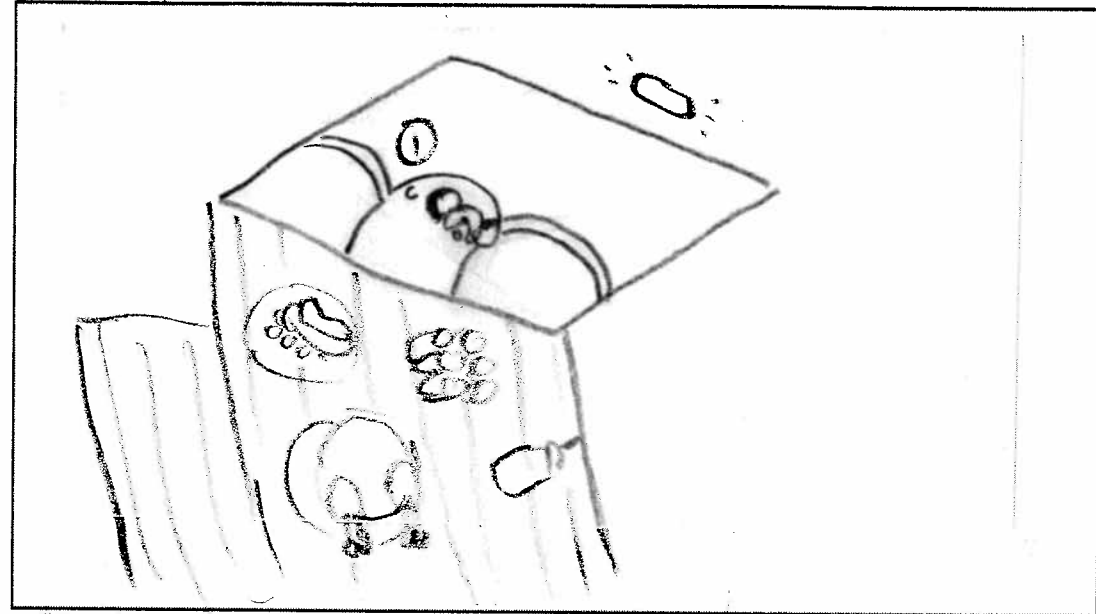


Sc. 64

Pnl. B

Bg.

day night



EPISODE # 100857

Dialog:

cellar  
doors (=creeeak!)

⑤: ① weird... I think this door  
leads to a <sup>new</sup> memory...  
② with food in  
it.

Action:

pitch black

Timing:





# ADVENTURE TIME



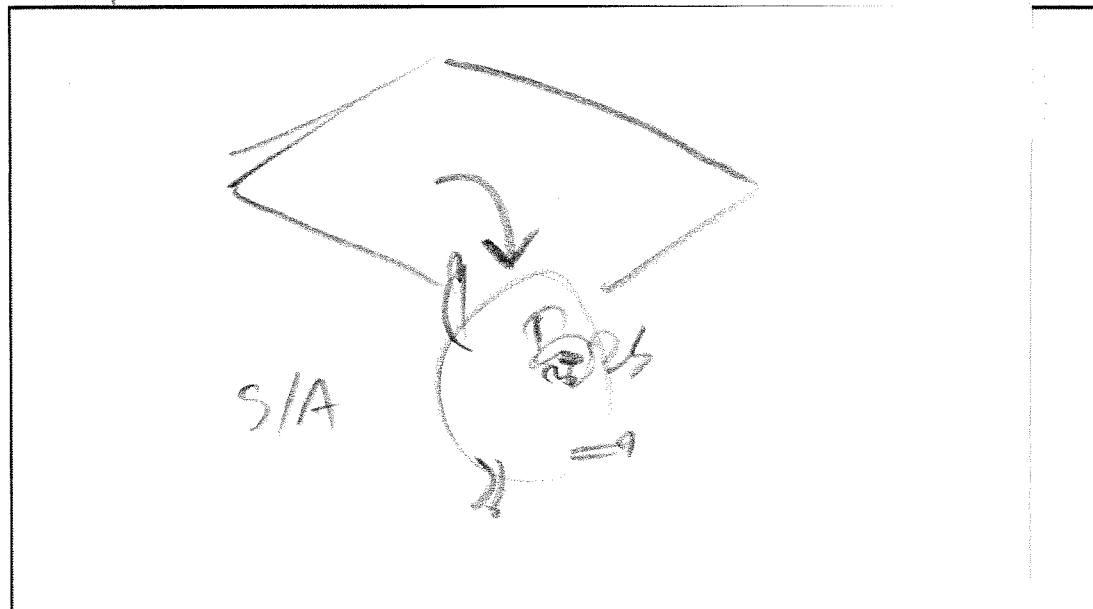
Page 69

Sc. 64

Pnl. C

Bg.

day night



Dialog:

(F:) ooo! ice cream!

Action:

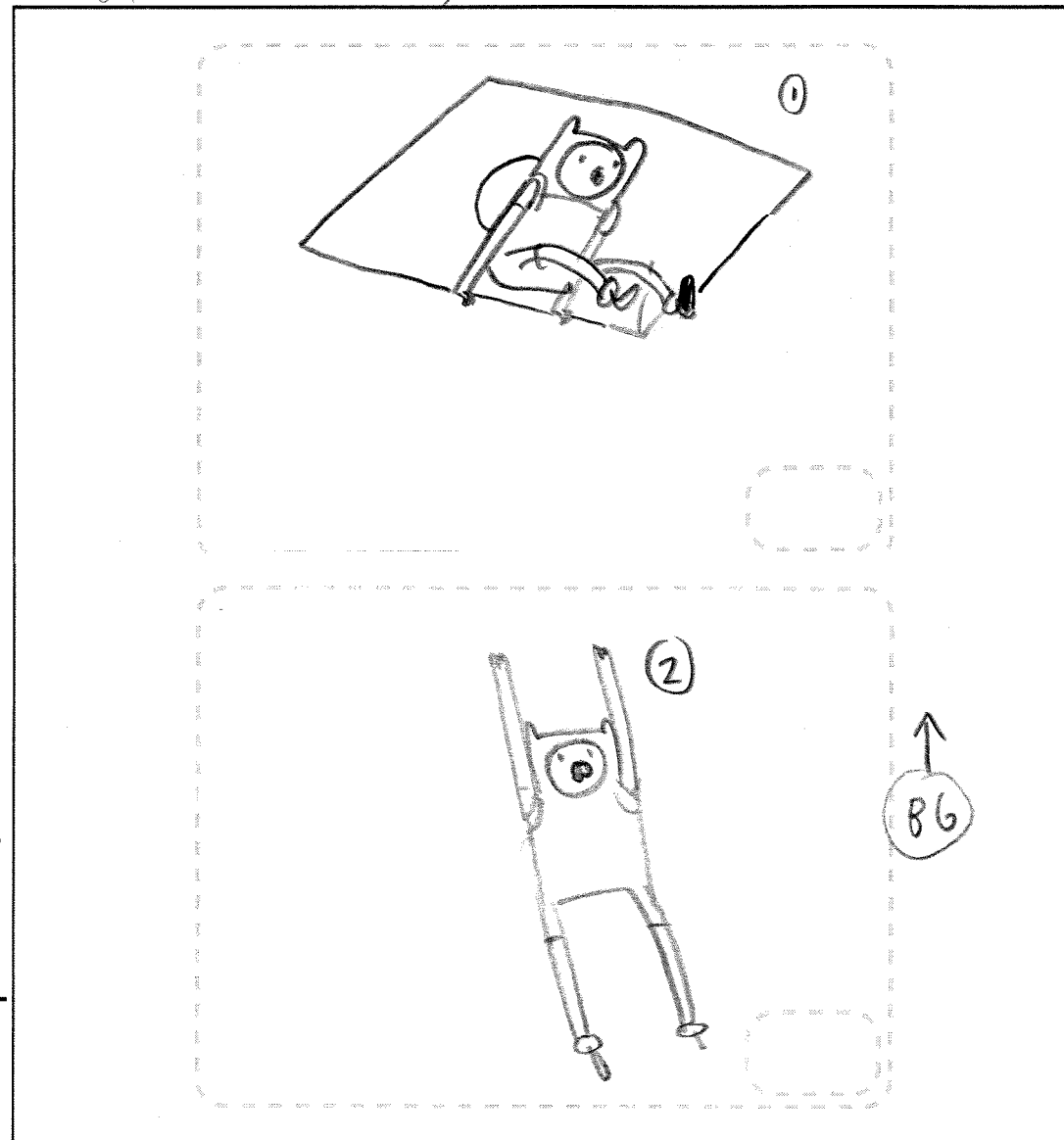
Timing:

Sc. 64

Pnl. D

Bg.

day night



(F:) I want some!

100857

EPISODE #

Production :

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# ADVENTURE TIME



Sc. 64

Pnl. E

Bg.

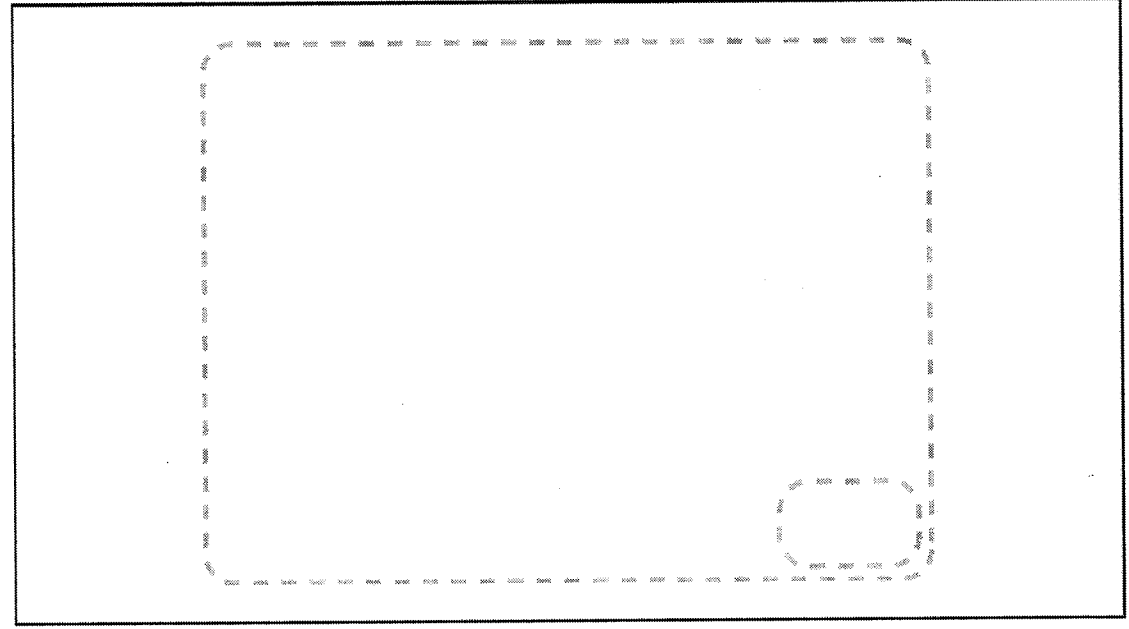
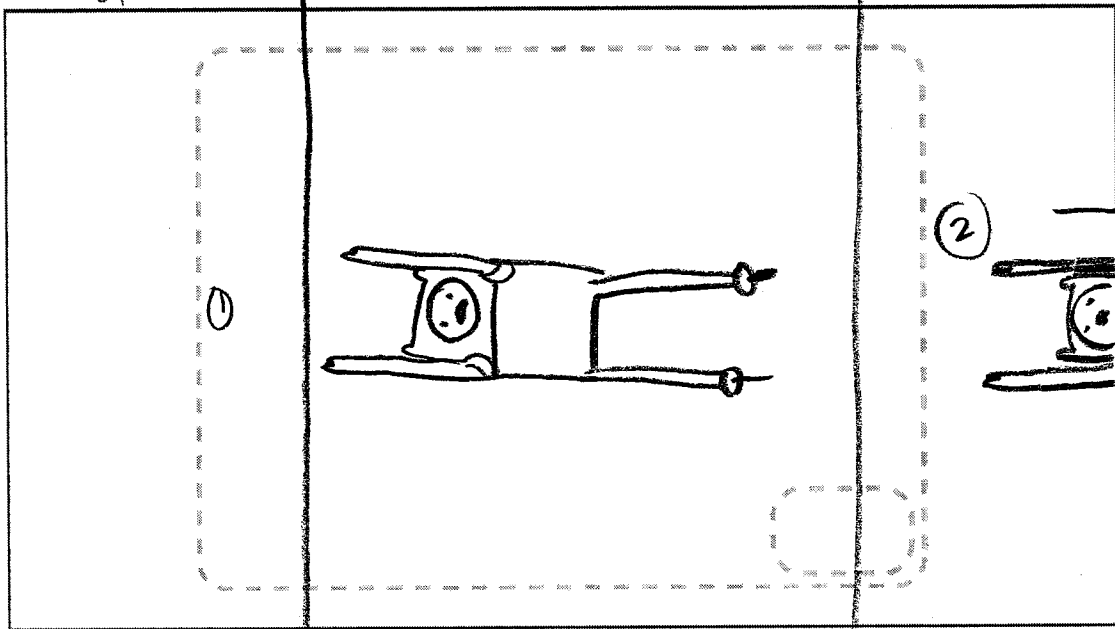
day night

Sc. 64

Pnl.

Bg.

day night



Dialog:  
(F) huh? 1

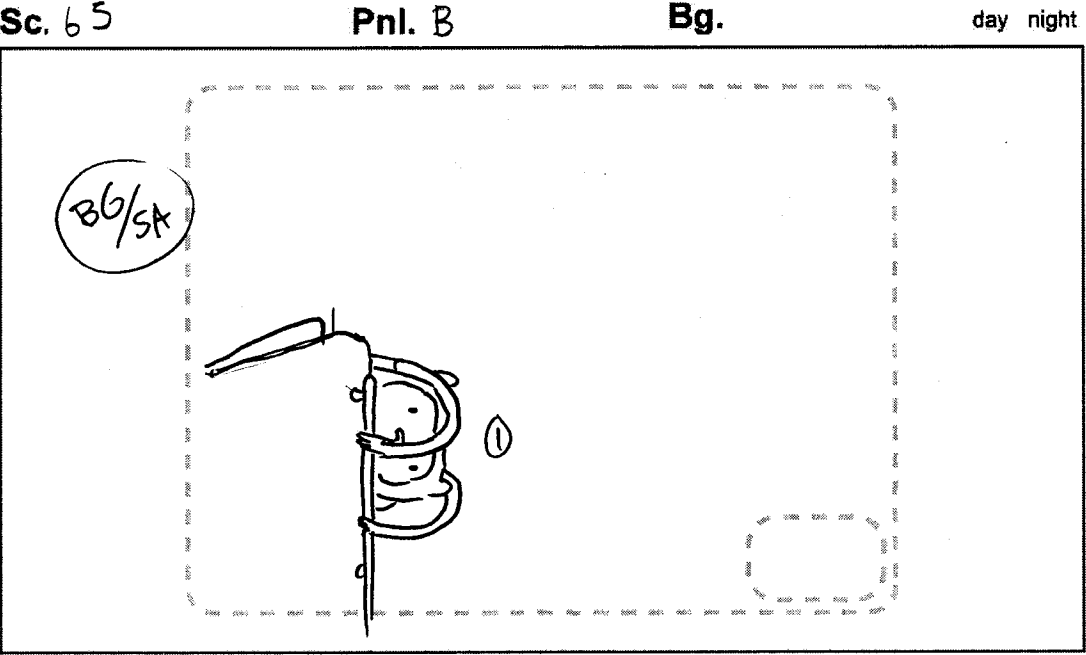
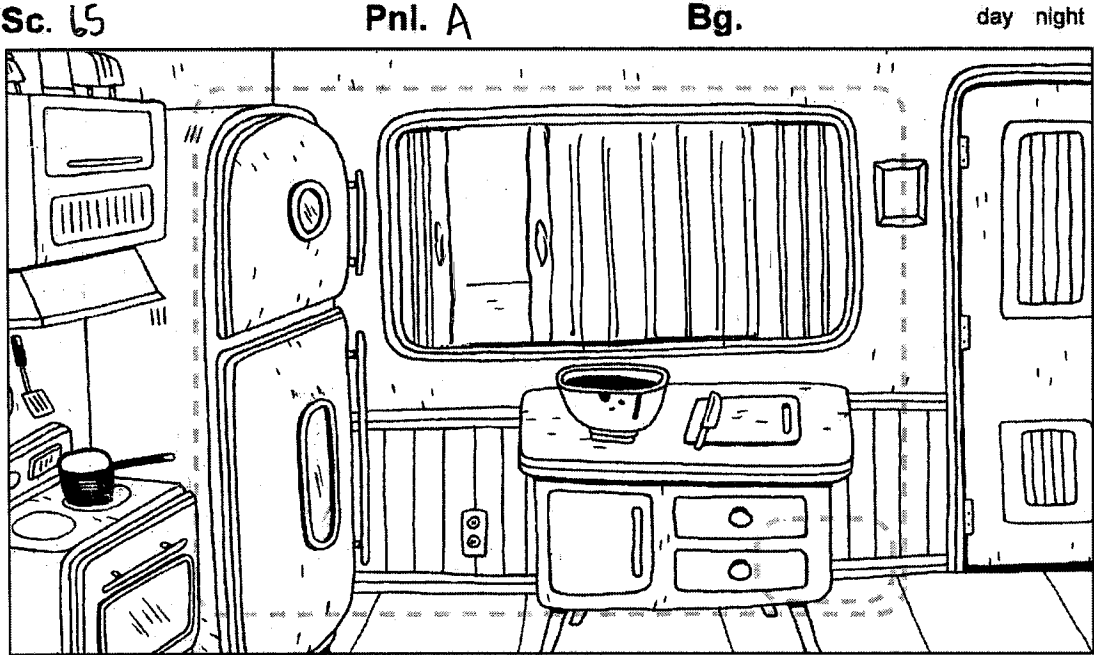
Action:  
Camera tilts 90° counter clockwise, (F) falls out of frame.

Timing:

EPISODE # 100857  
Production :

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# ADVENTURE TIME



Dialog:	
Action:	
Timing:	

100857

EPISODE #

Production :

ADVENTURE TIME

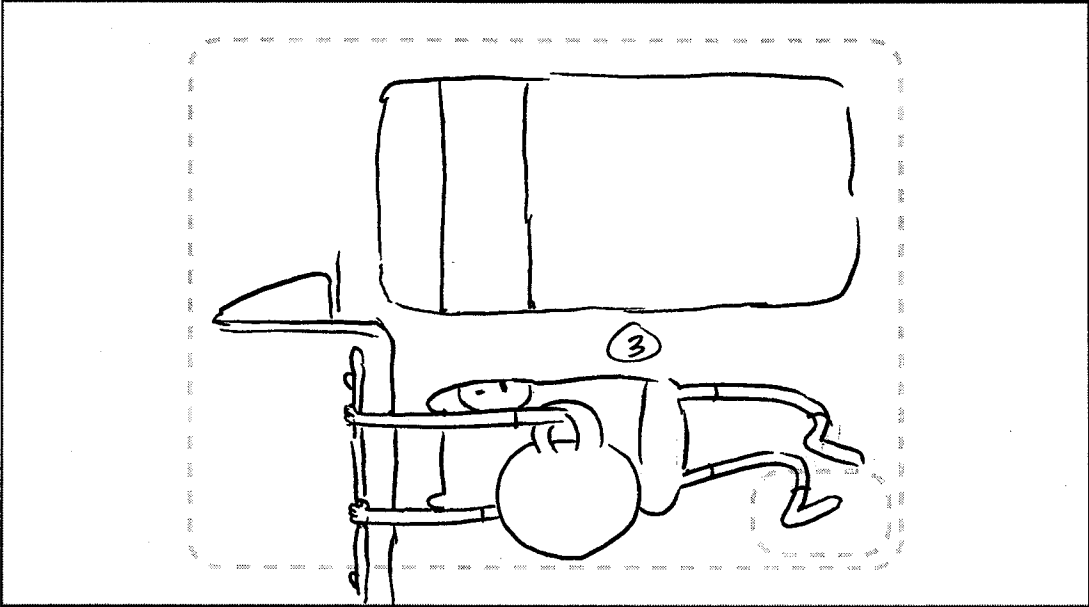


Sc. 65

Pnl. C

Bg.

day night

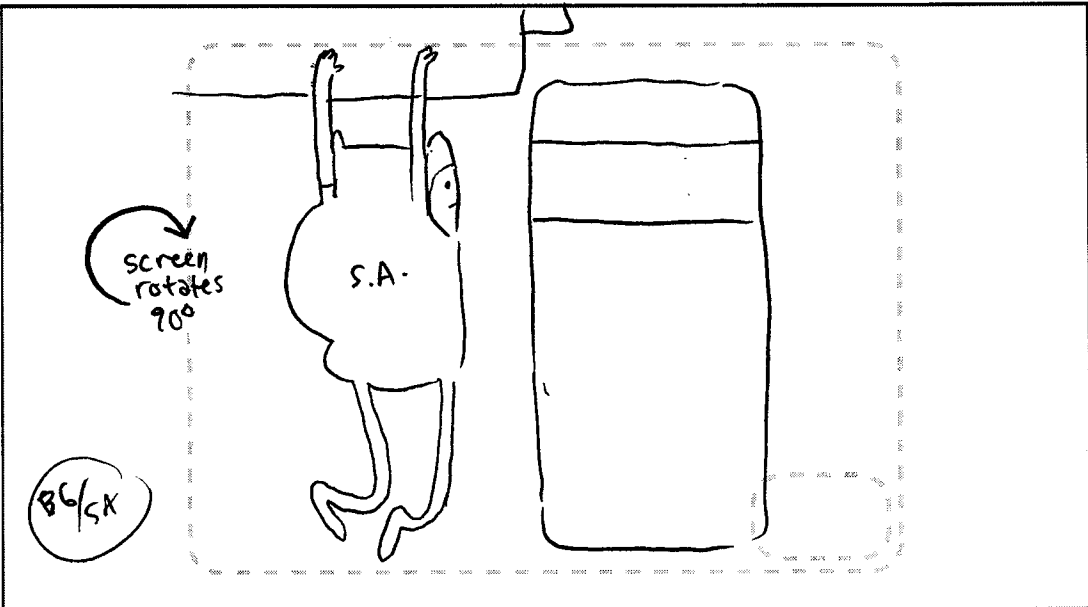


Sc. 65

Pnl. D

Bg.

day night



Dialog:

Action:

Screen rotates 90% to reveal that Finn is hanging vertically

Timing:

EPISODE # 100057

Production :

# ADVENTURE TIME



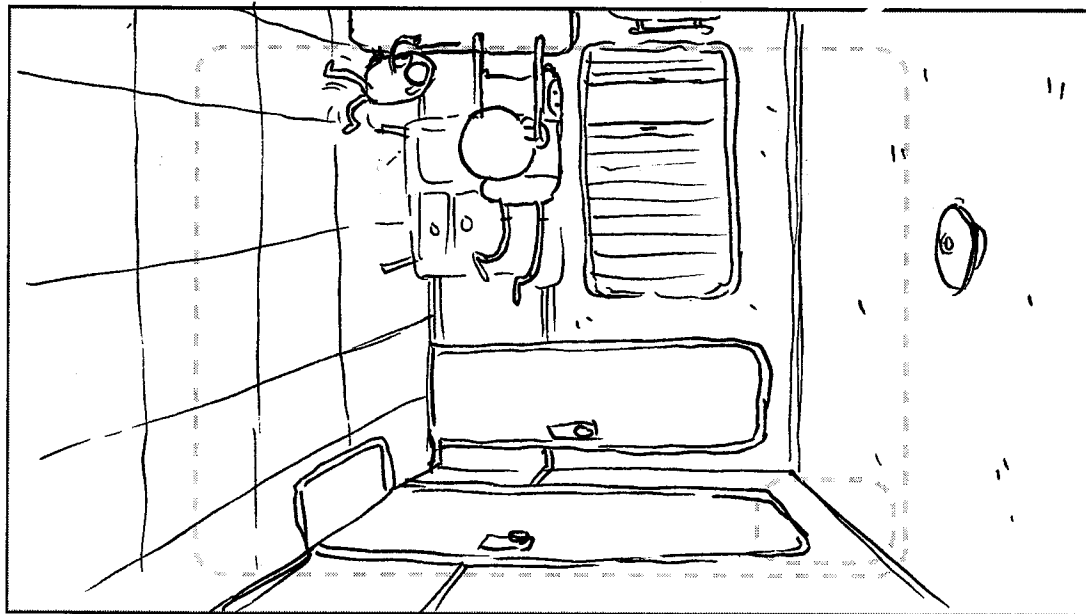
Page 73

Sc. 66

Pnl. A

Bg.

day night

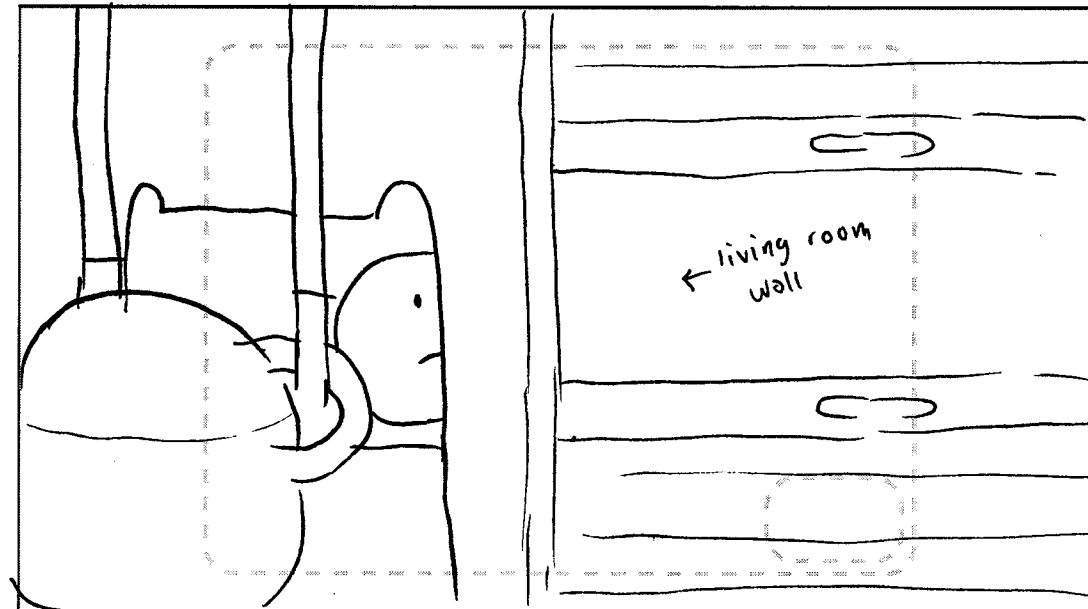


Sc. 67

Pnl. A

Bg.

day night



Dialog:

Action:

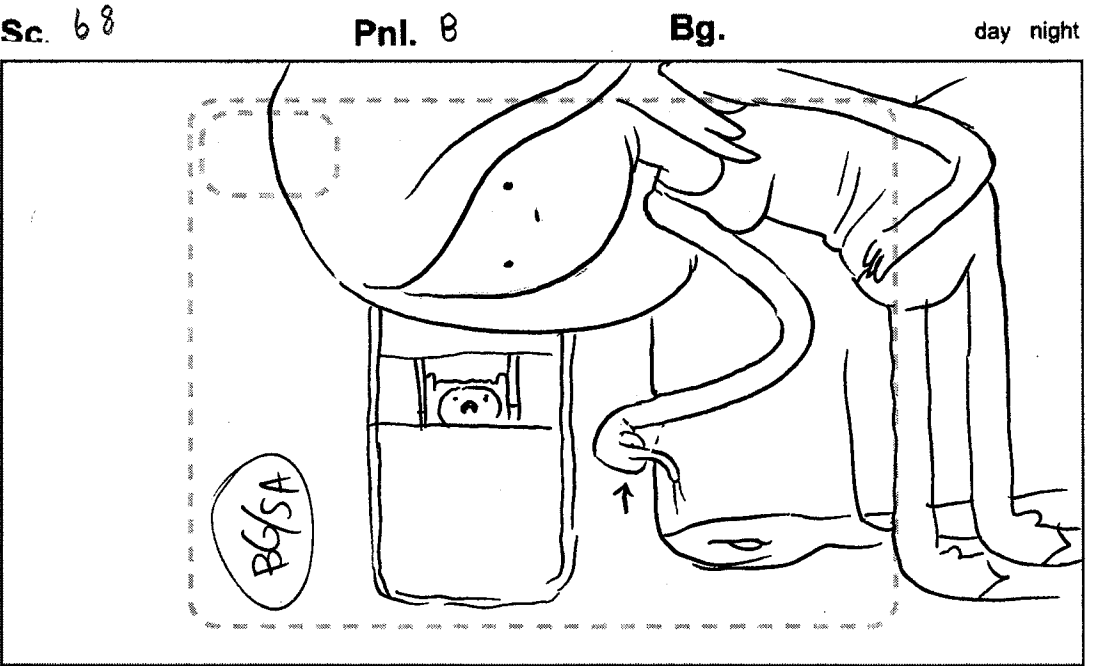
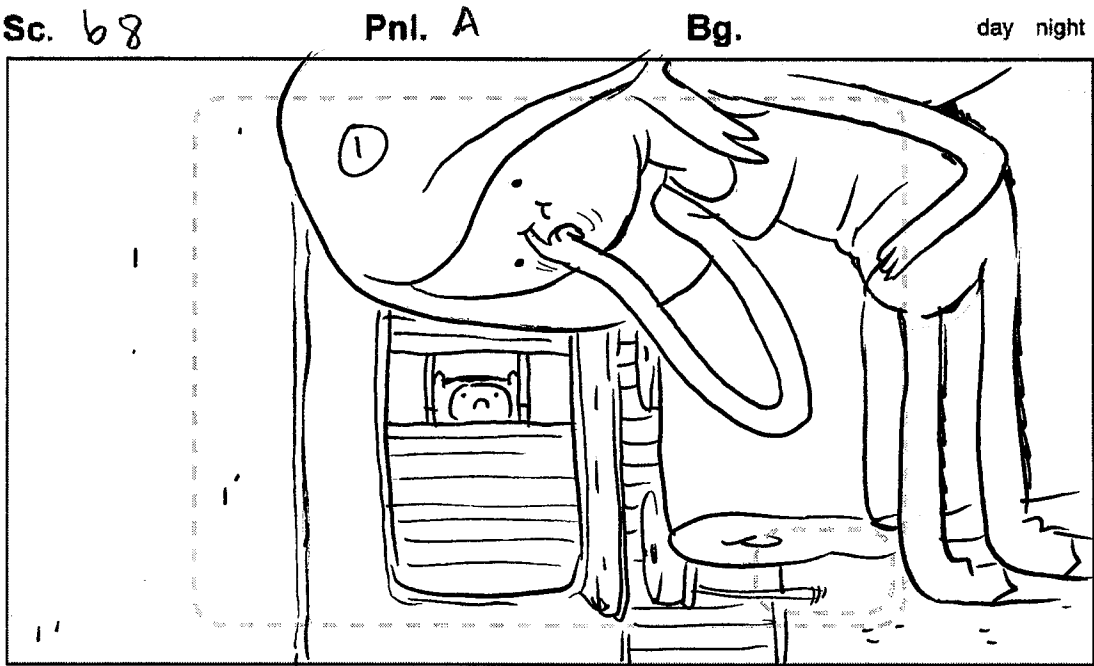
- Jake kicks his legs as he hangs unsteadily
- Finn look through gap in screen

Timing:

EPISODE # 100857

Production :

ADVENTURE TIME

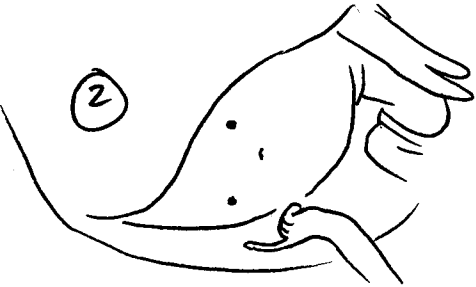


Dialog:

Action: marceline picks her nose, examines her finger →

Timing:

then wipes her finger on the couch. Finn is disgusted.



100857

EPISODE #

Production :

4

ADVENTURE TIME

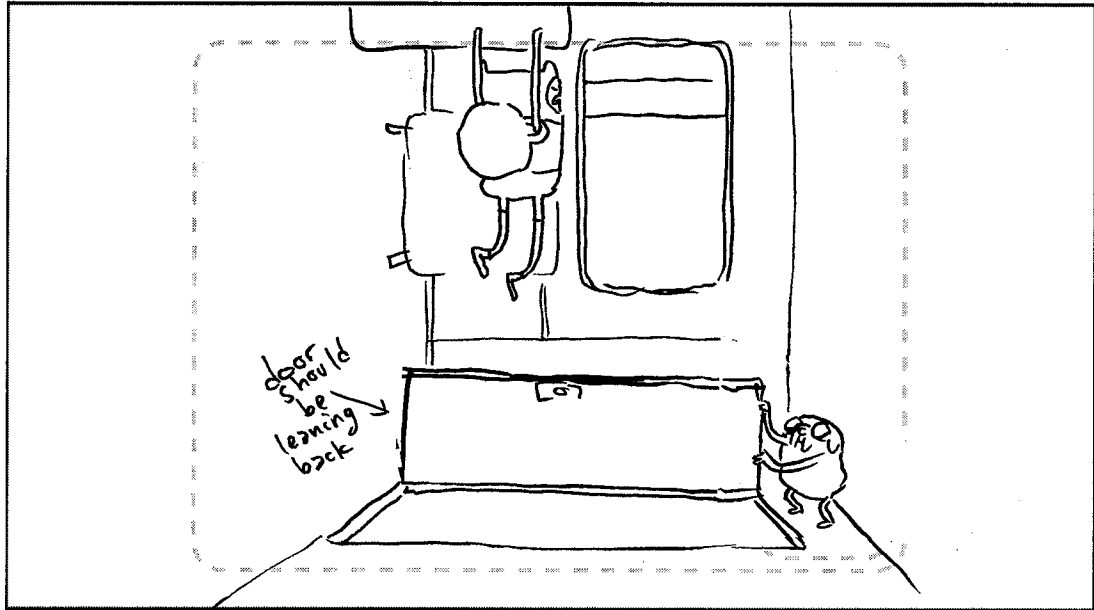


Sc. 69

Pnl. A

Bg.

day night

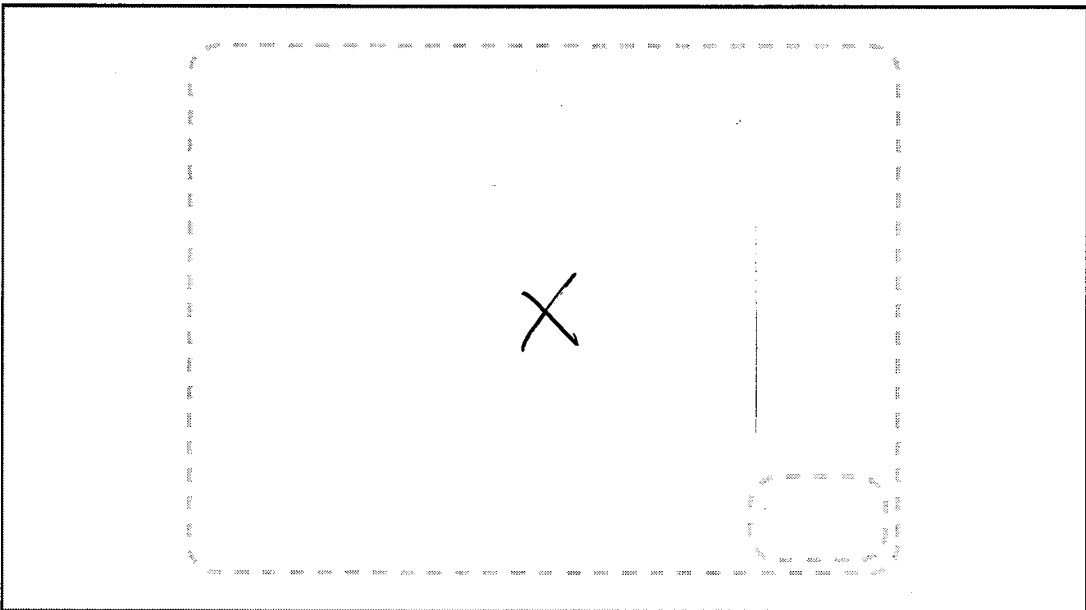


Sc.

Pnl.

Bg.

day night



Dialog:

(F:) bluh

Action:

Timing:

700857

EPISODE #

Production :

ADVENTURE TIME



Sc. 69

Pnl. B

Bg.

day night

Sc. 69

Pnl. C

Bg.

day night

Dialog:

(J:) c'mon Finn.

Action:

Timing:

EPISODE # 100857

Production :



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# ADVENTURE TIME



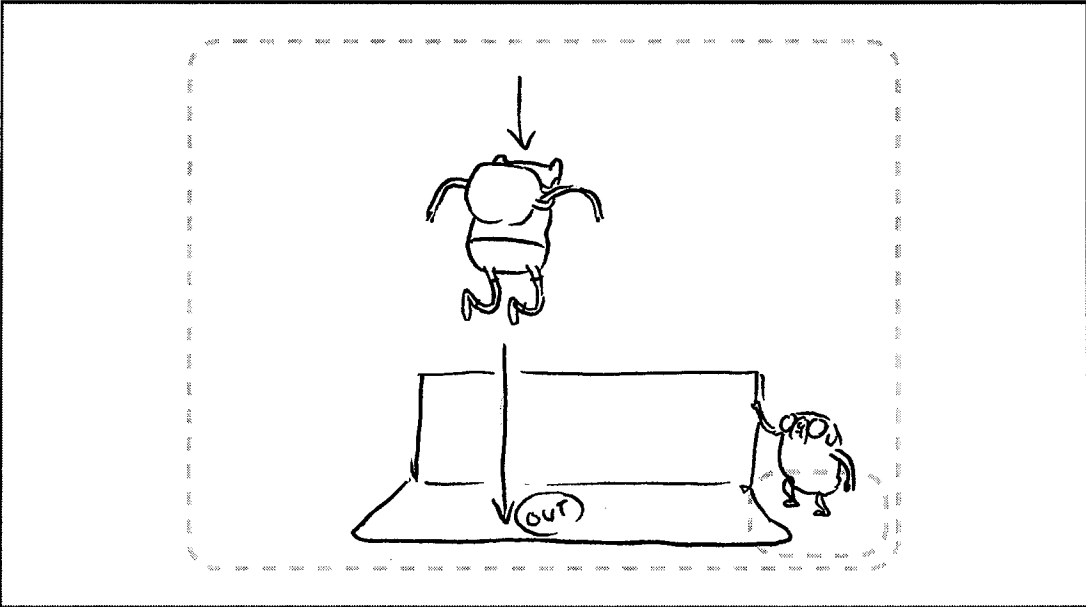
Page 77

Sc. 69

Pnl. 1

Bg.

day night

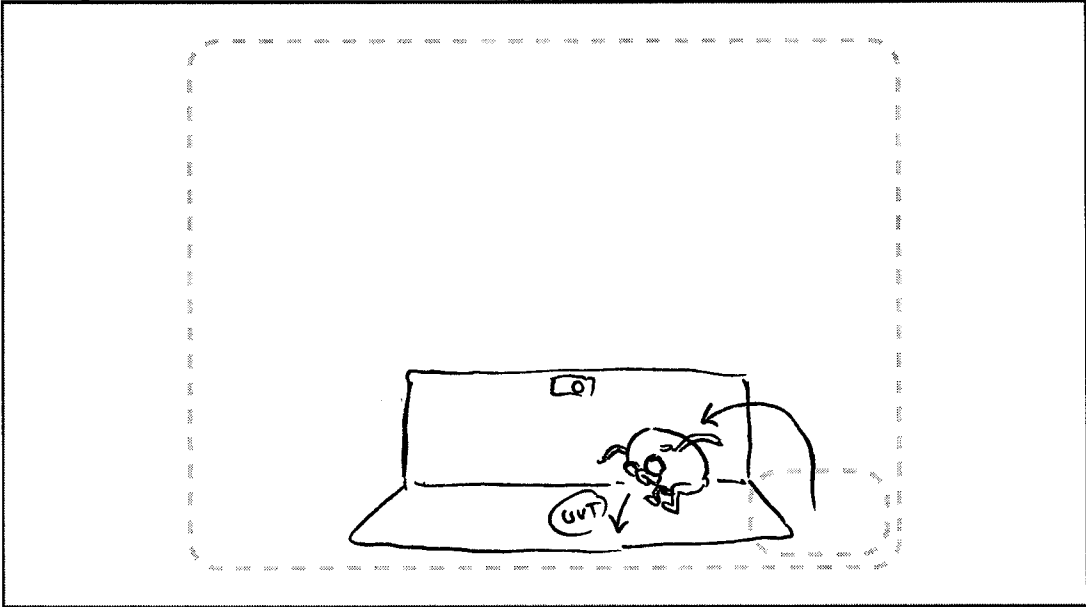


Sc. 69

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

100857

EPISODE #

Production :

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# ADVENTURE TIME



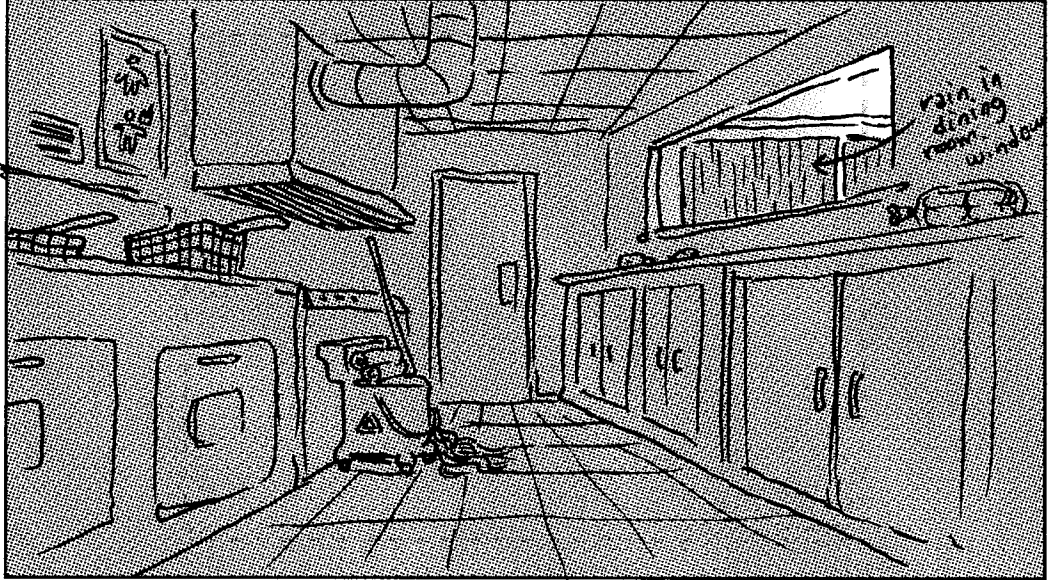
Page 78

Sc. 70

Pnl. A

Bg.

day night

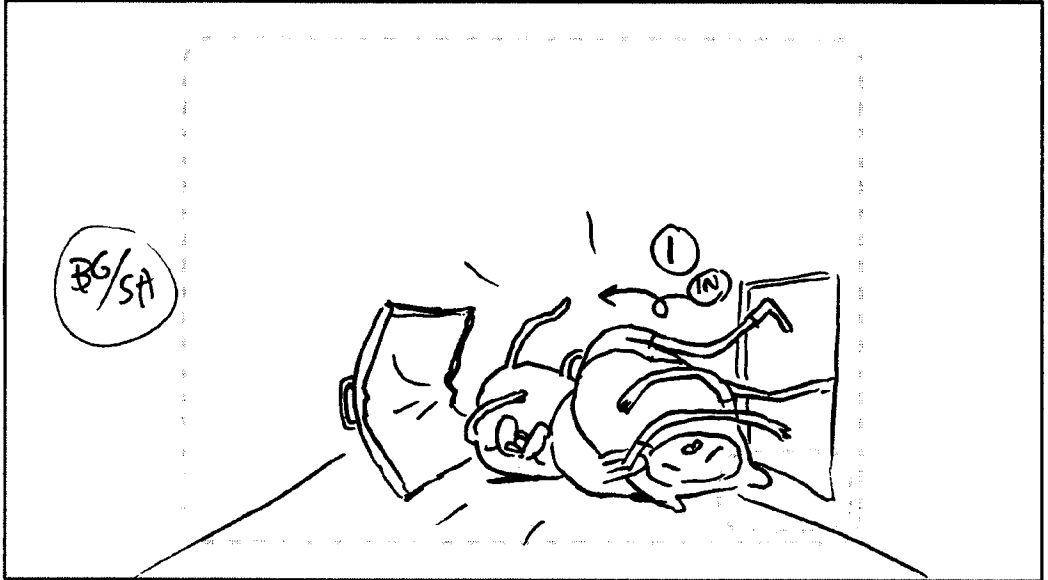


Sc. 70

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

100857

Production :

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# ADVENTURE TIME



RIMS

Page 79

Sc. 70

Pnl. C

Bg.

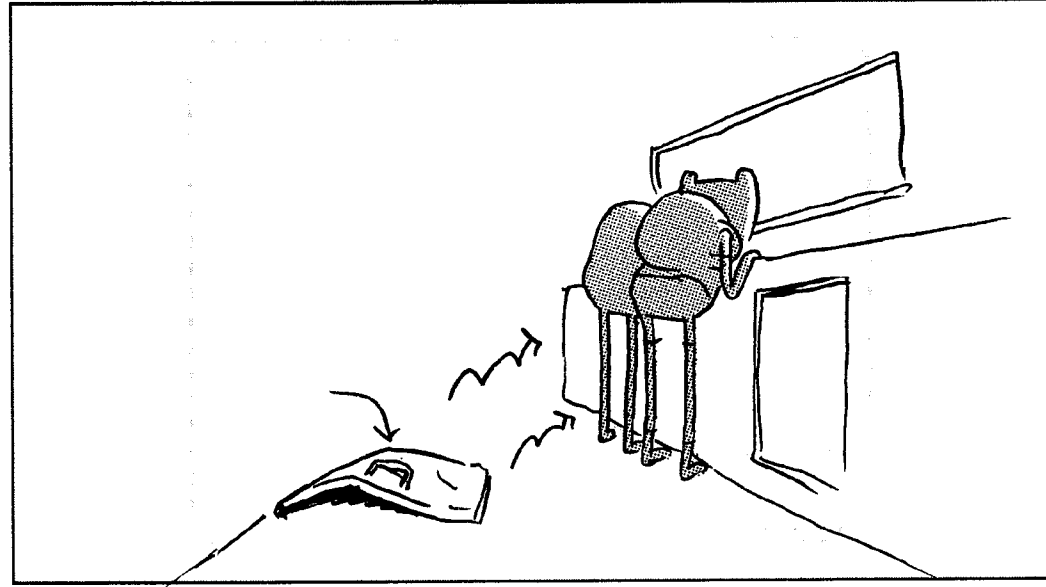
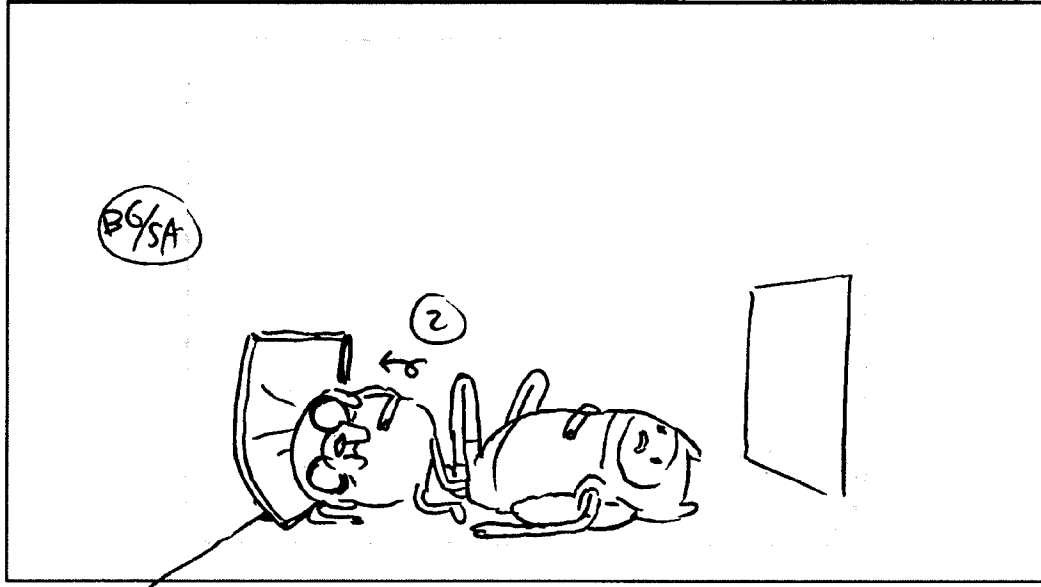
day night

Sc. 70

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



EPISODE # 100857

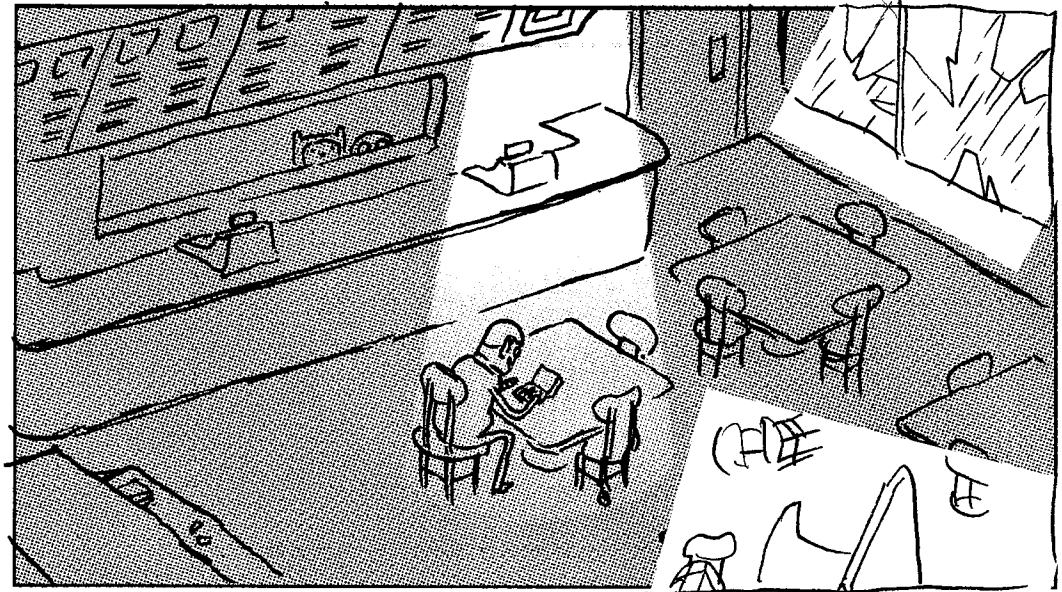
Production :

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# ADVENTURE TIME



Sc. 71 Pnl. A Bg. broken glass



72 Pnl. A Bg. day night



Dialog:

Action:

Timing:

chairs  
knocked  
over

DAD: nom num  
chew chew



close  
up



EPISODE # 100857

Production :

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# ADVENTURE TIME



Page 81

Sc. 72

Pnl. B

Bg.

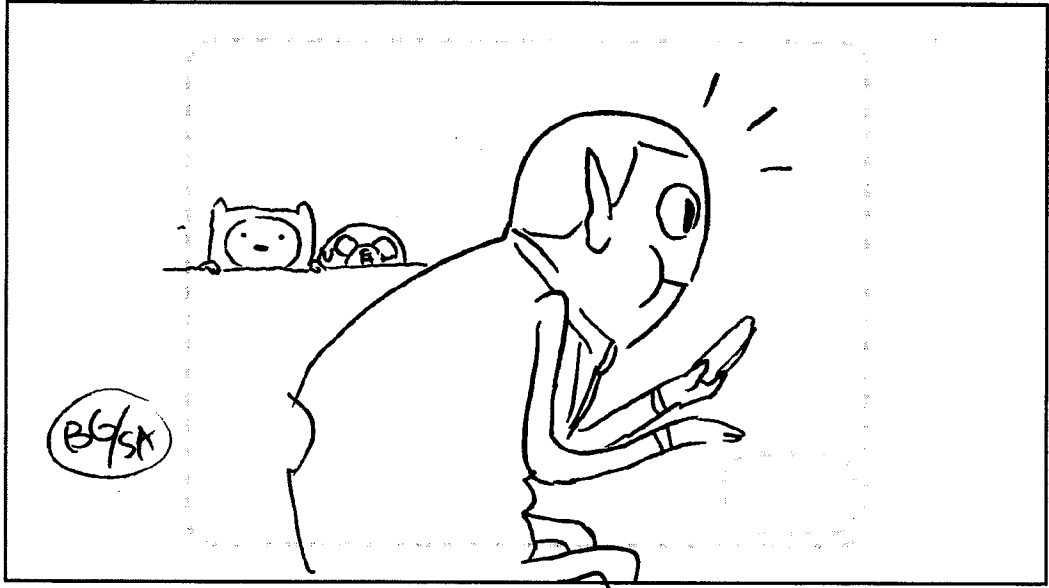
day night

Sc. 73

Pnl. A

Bg.

day night



all broken windows

Dialog:
<p>(F:) (flatly:) Yo man</p>
Action:
Timing:

EPISODE #

11

Production :

100857

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc. 73	Pnl. 8	Bg.	day night

Dialog:	DAD:) Whu? (food in mouth)
Action:	
Timing:	

100857

12

EPISODE #

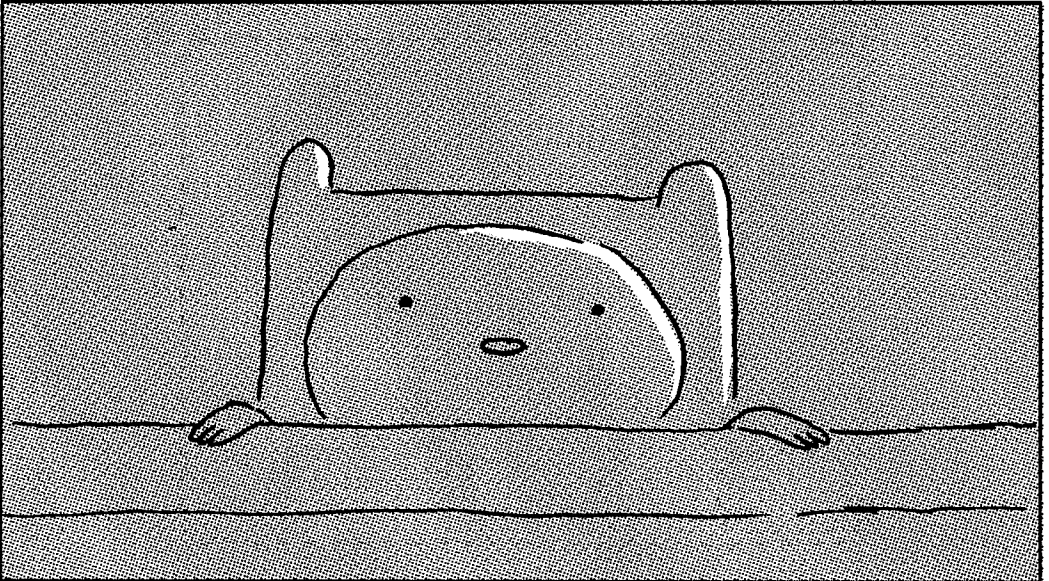
Production :

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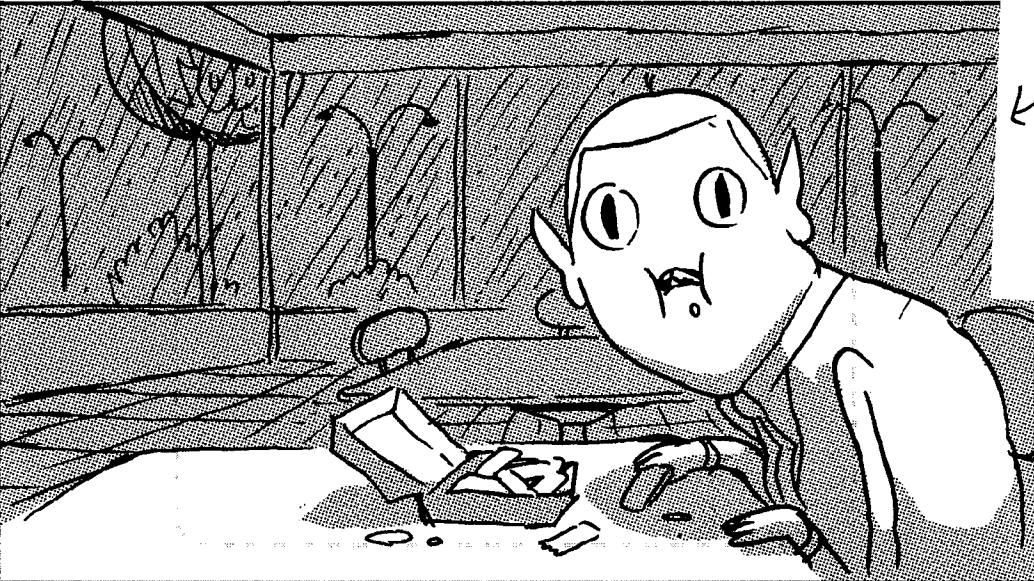
# ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 75 Pnl. A Bg. day ni



← broken windows etc.

Dialog:
(flatly) F: Don't eat those
Action:
Timing:

EPISODE #

Production :

100857

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# ADVENTURE TIME



Page 84

Sc. 75

Pnl. B

Bg.

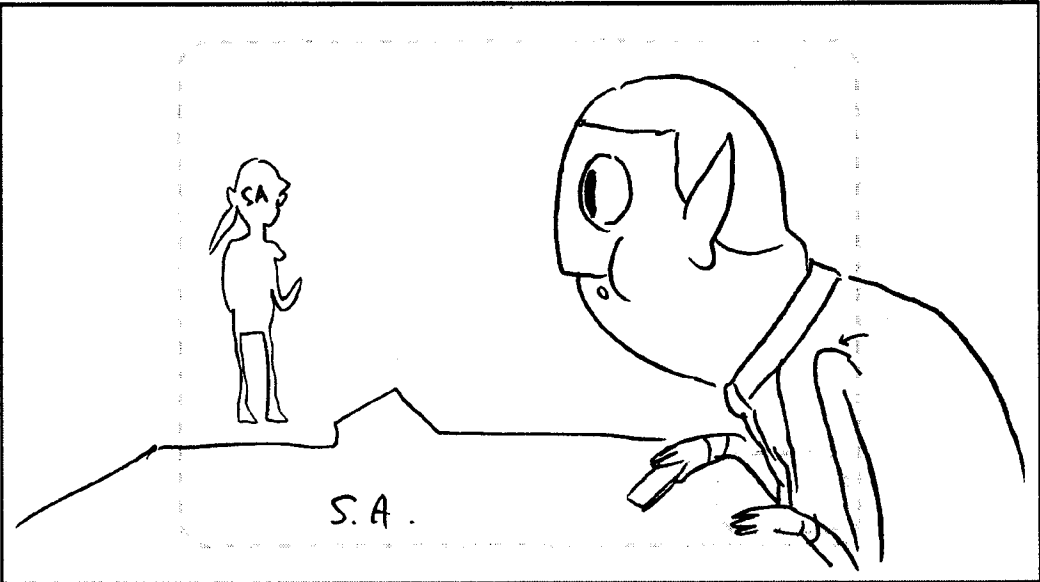
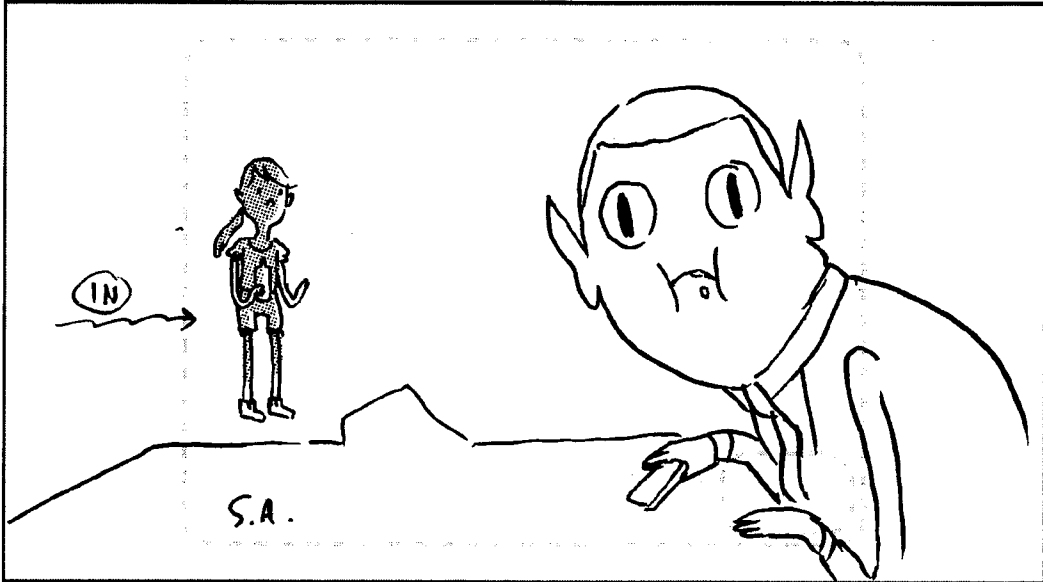
day night

Sc. 75

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100857

Production :

14



ADVENTURE TIME

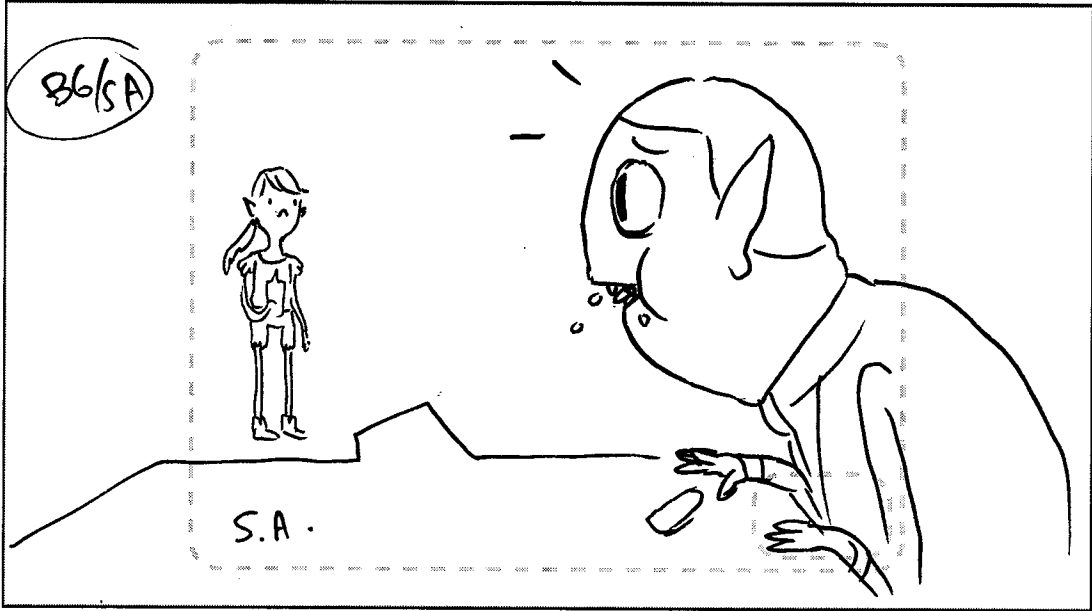


Sc. 75

Pnl. D

Bg.

day night

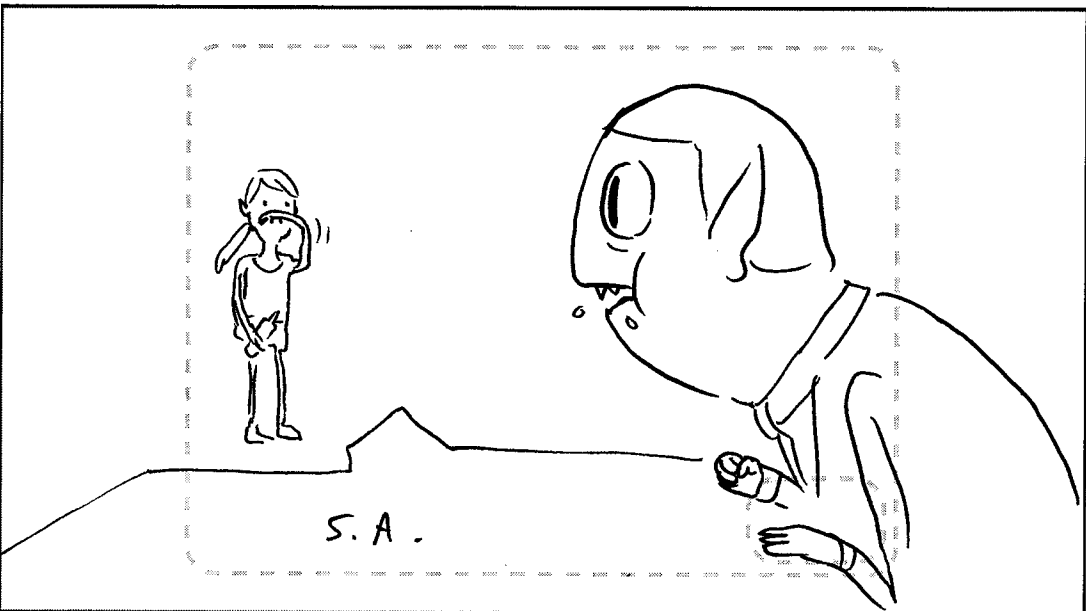


Sc. 75

Pnl. E

Bg.

day night



Dialog:

DAD:) Bluh! (spits food)

A DAD:) Marceline

B Marceline:) snuffle

Action:

Marceline wipes her nose.

Timing:

EPISODE # 100857

Production :

# ADVENTURE TIME



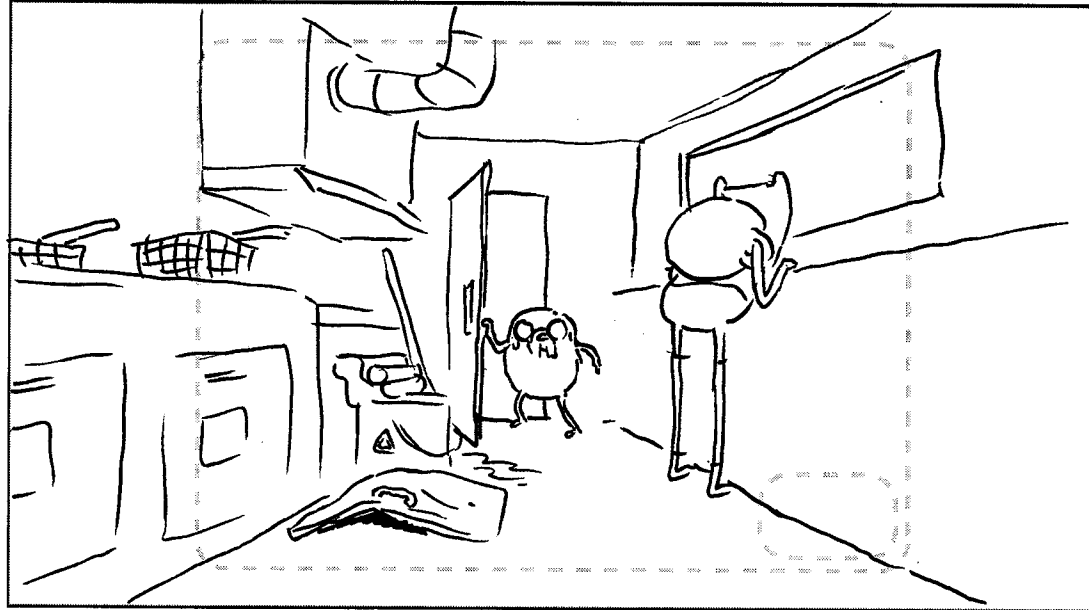
Page 86

Sc. 76

Pnl. A

Bg.

day night

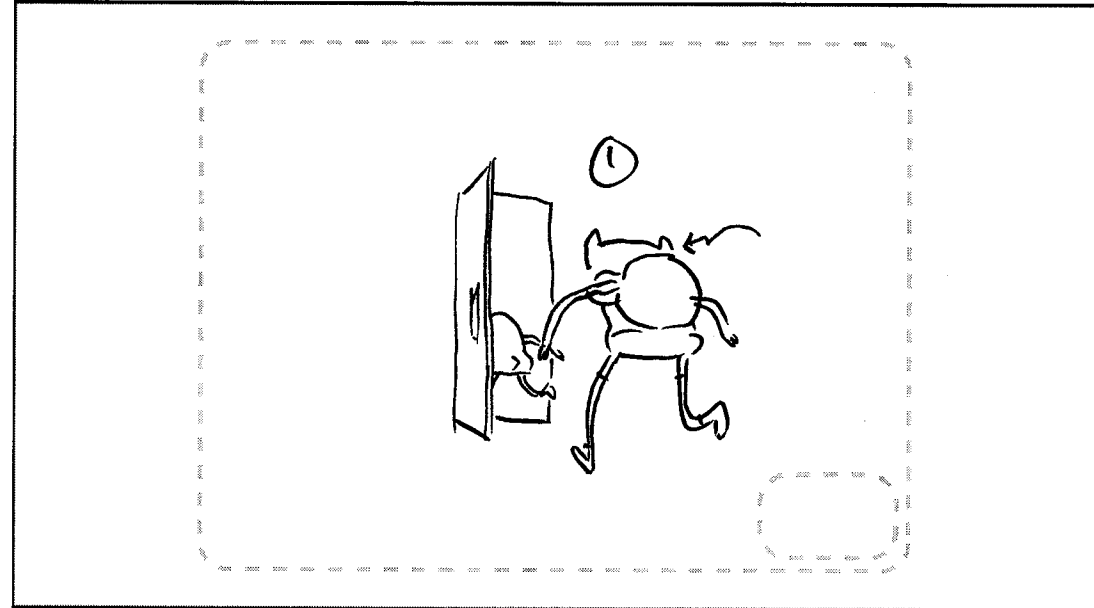


Sc. 76

Pnl. B

Bg.

day night



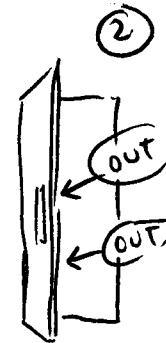
Dialog:

MARC (O.S.) Daddy? Why?

DAD (O.S.) Whu?

Action:

Timing:



EPISODE # 100857

Production :

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# ADVENTURE TIME



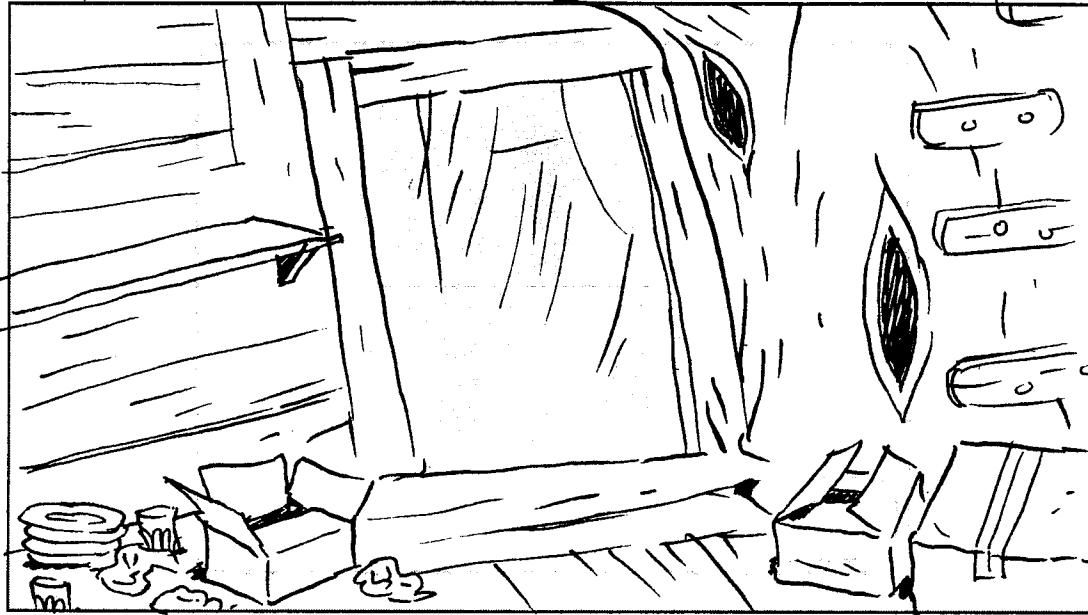
Page 87

Sc. 77

Pnl. A

Bg.

day night

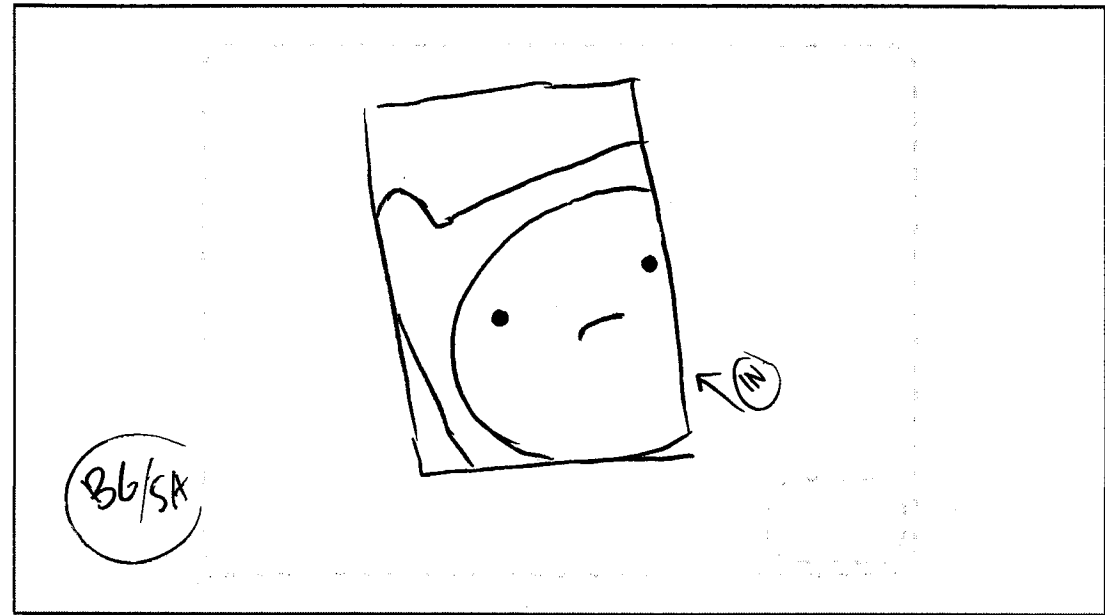


Sc. 77

Pnl. B

Bg.

day night



Dialog:

(F:) h m m . . .

Action:

Timing:

100857

EPISODE #

Production :

ADVENTURE TIME



Sc. 77

Pnl. C

Bg.

day night

Sc. 77

Pnl. D

Bg.

day night

Dialog:

(J:) what?

(F:) it's our treehouse

Action:

Timing:

EPISODE # 100857

18

Production :

# ADVENTURE TIME



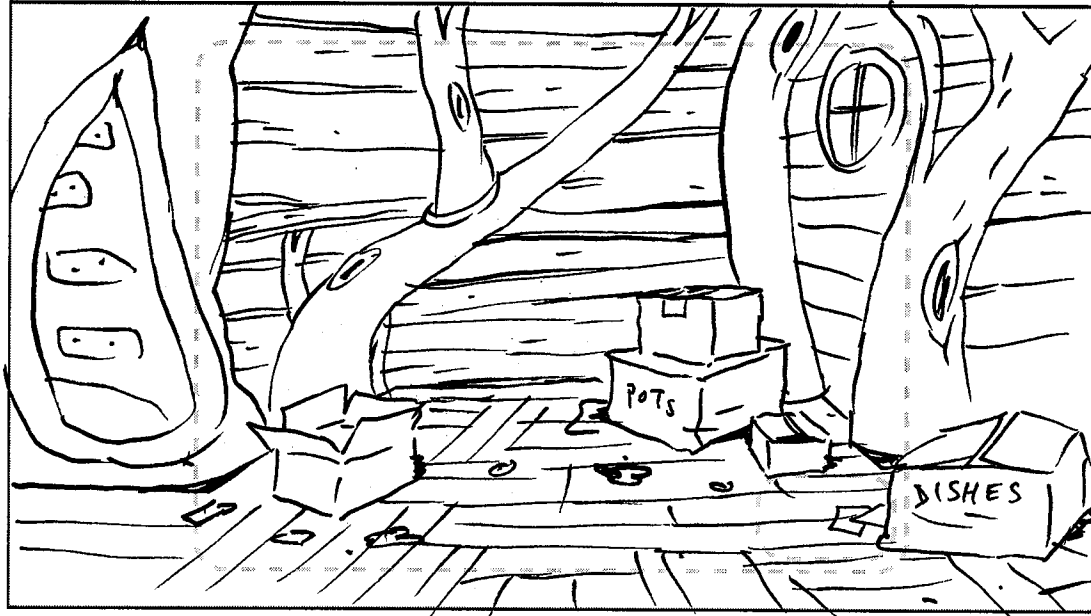
Page 89

Sc. 78

Pnl. A

Bg.

day night

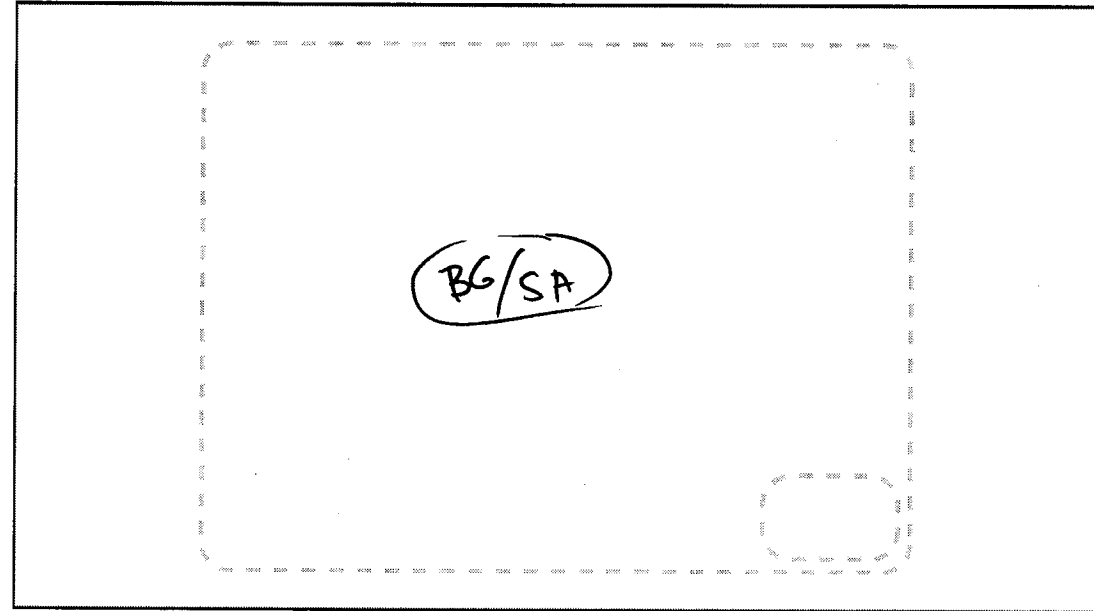


Sc. 78

Pnl. B

Bg.

day night



Dialog:

(FINN) (O.S.) - This must be when  
marceline lived here.

(ASH/MARCELINE) (O.S.): urgh, oof, unh

Action:

Timing:

100857

EPISODE #

Production :

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# ADVENTURE TIME



Page 90

Sc. 79

Pnl. A

Bg.

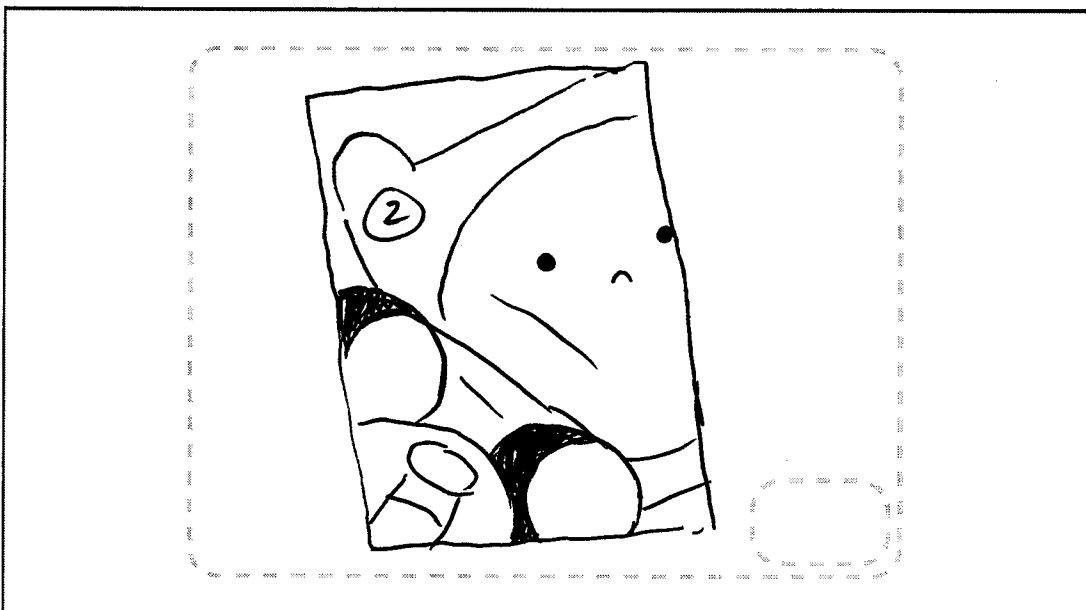
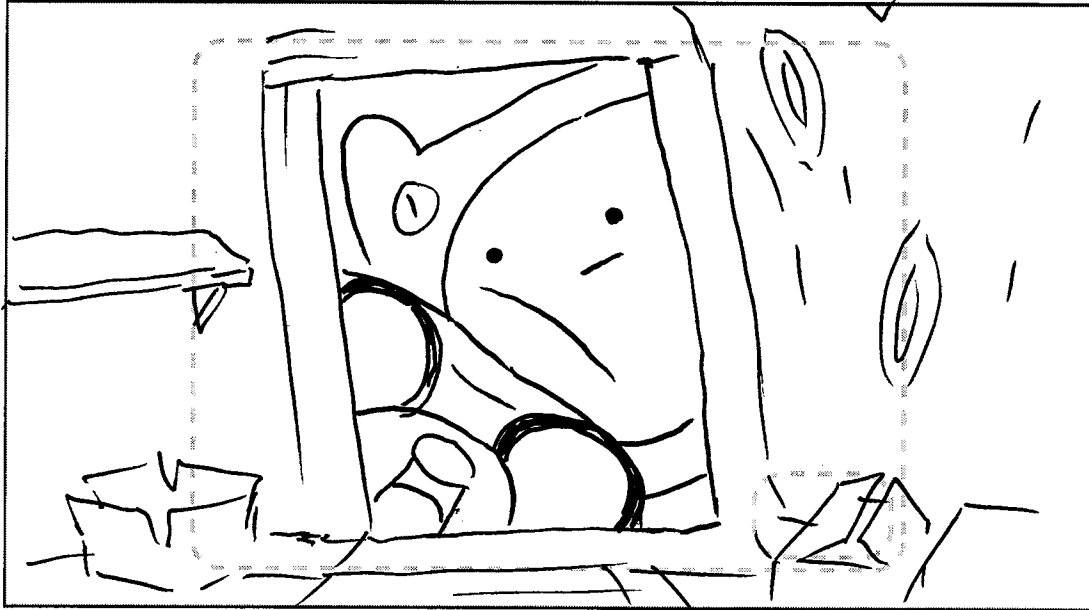
day night

Sc. 79

Pnl. B

Bg.

day night



Dialog:

ASH/MARC. (O.S.): urgh unh -

Action:

Timing:

100857

EPISODE #

20

Production :

# ADVENTURE TIME



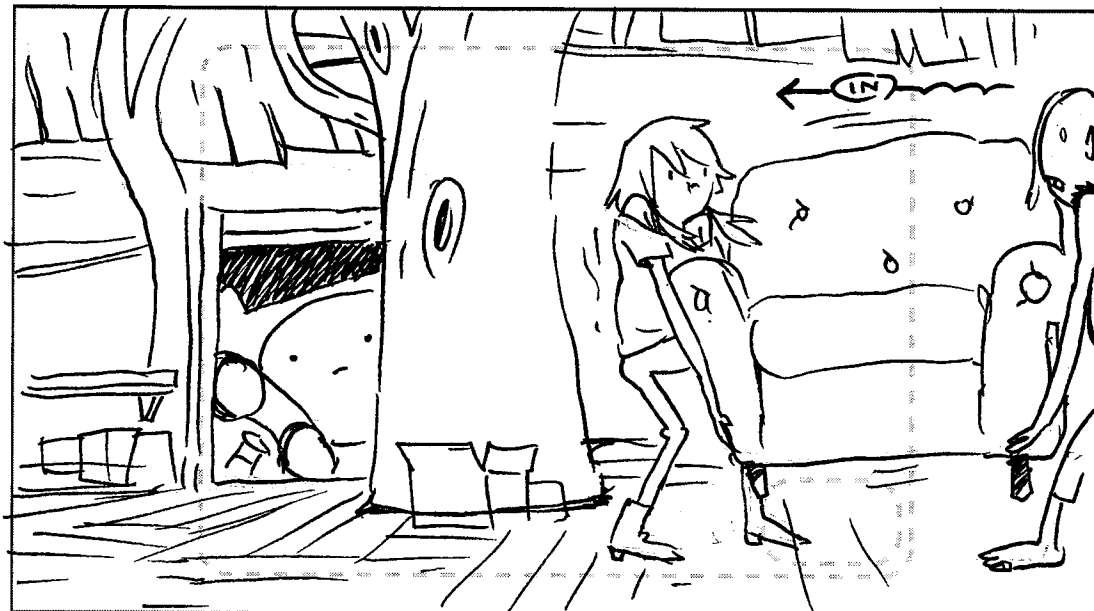
Page 91

Sc. 80

Pnl. A

Bg.

day night

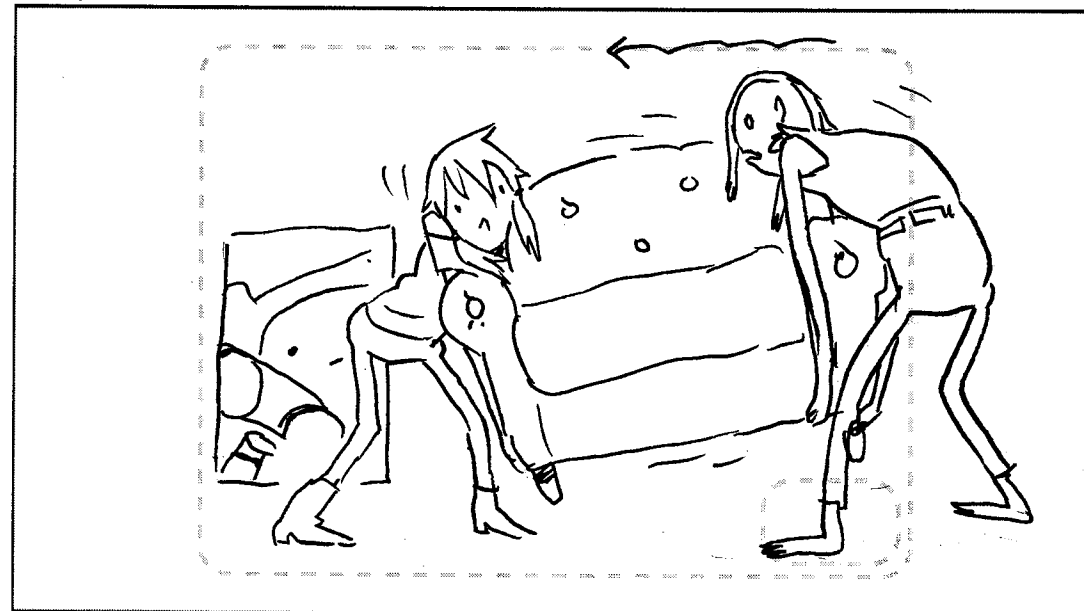


Sc. 80

Pnl. B

Bg.

day night



Dialog:

(M/A :) oDf-ung4 wolla

(ASH:) easy, easy - you got it?

Action:

Marceline + Ash unsteadily carry in  
a chair

Timing:

100857

EPISODE #

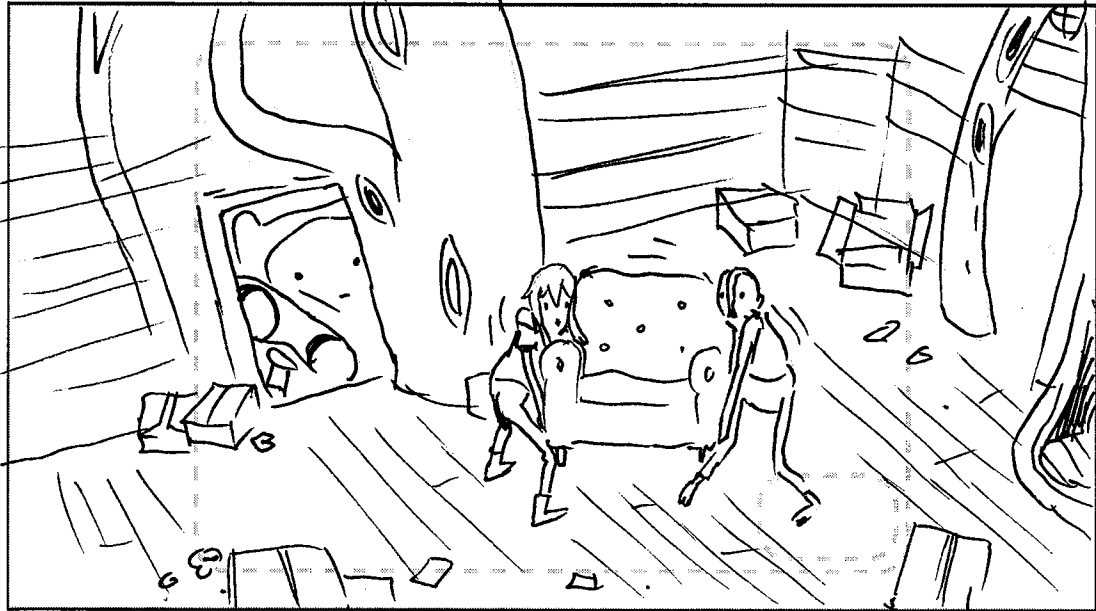
Production :

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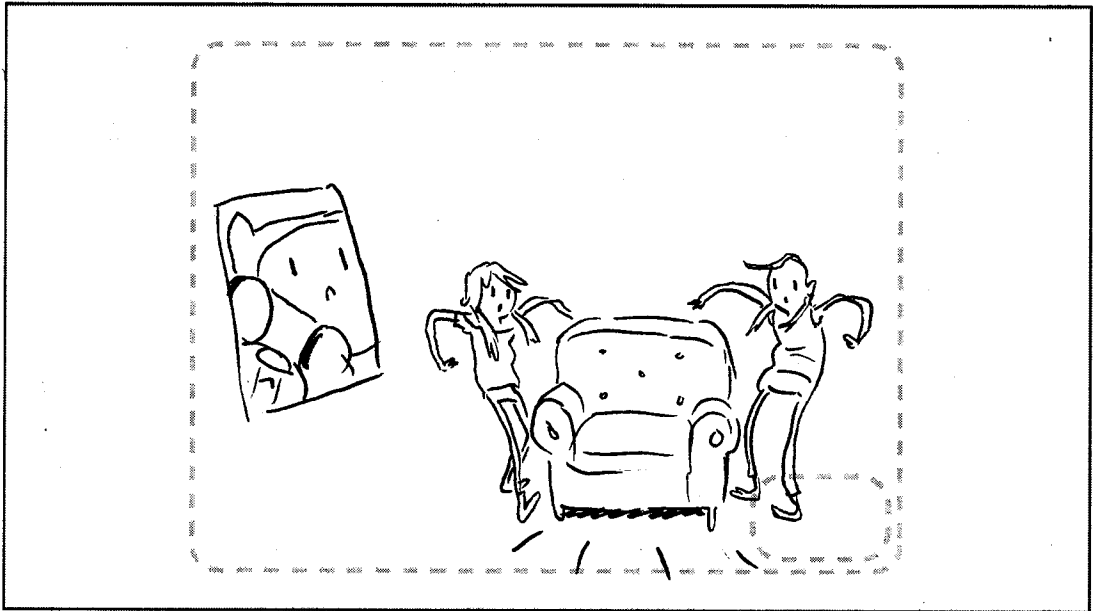
ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog:

(M:) Yeah, wait wait - yeah, wait,  
yeah no.

(M:) YIPE!  
SFX: \* BASH \*

Action:

They suddenly drop the chair -

Timing:

EPISODE # 100857

Production :



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ADVENTURE TIME



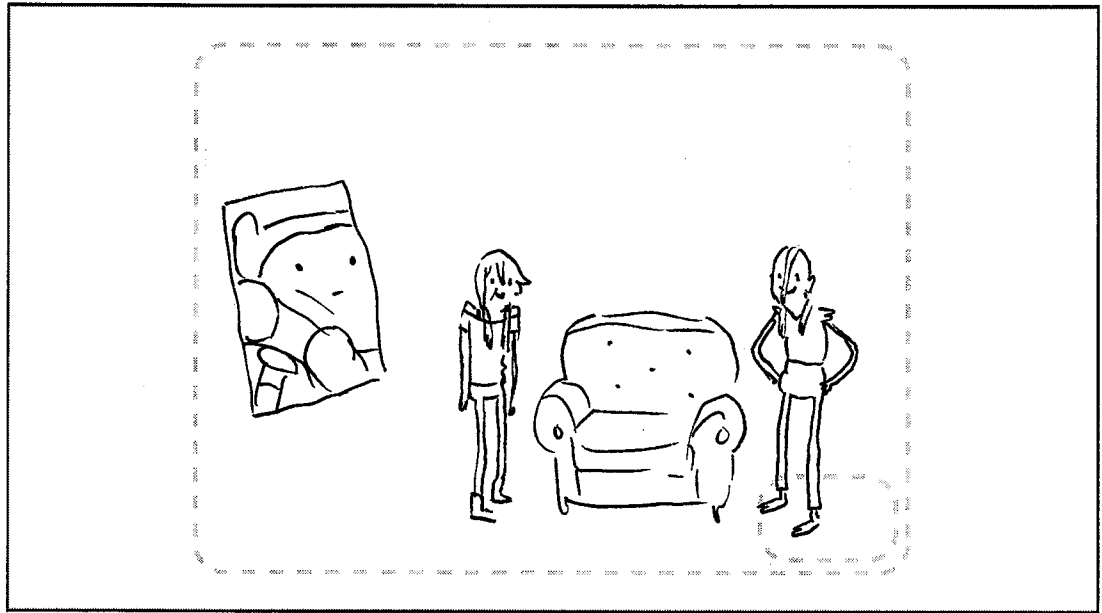
Page 93

Sc. 81

Pnl. C

Bg.

day night

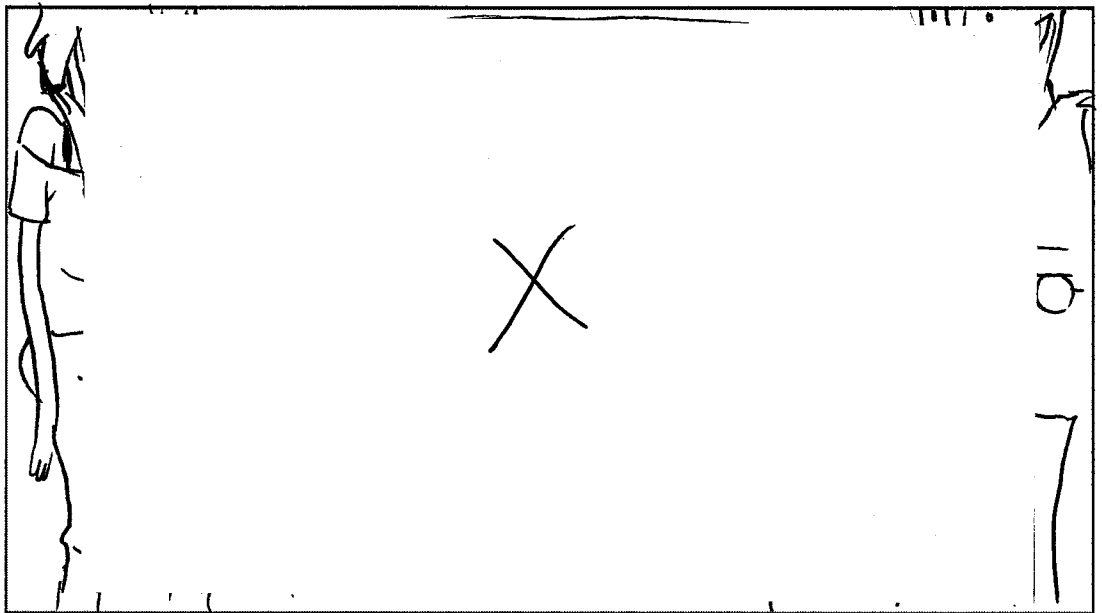


Sc. 81

Pnl.

Bg.

day night



Dialog:

M: heh heh -

Action:

Timing:

EPISODE # 100857

Production :

23

# ADVENTURE TIME



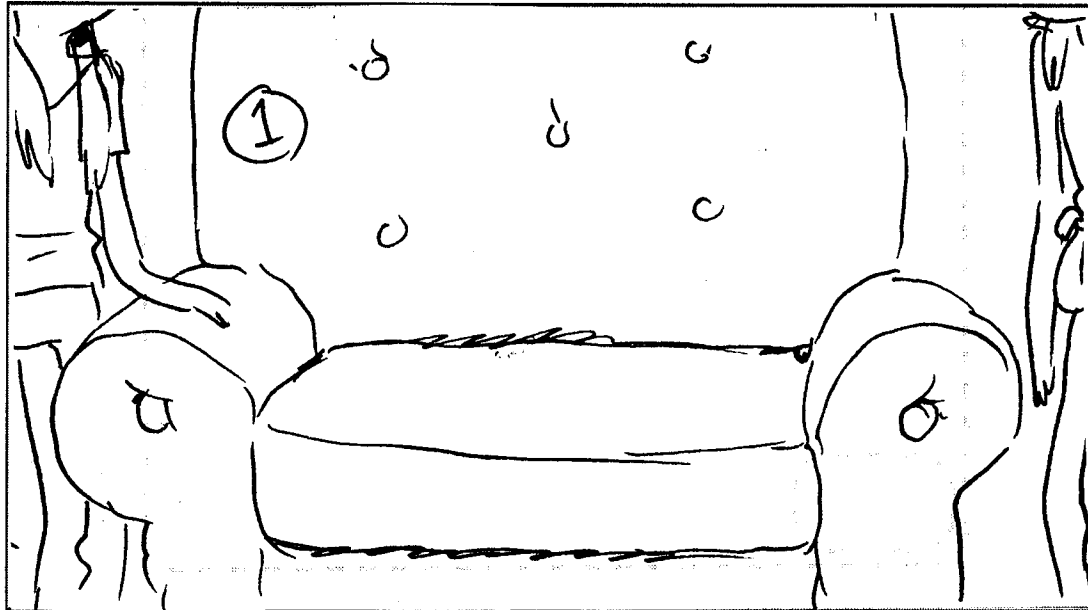
Page 94

Sc. 82

Pnl. A

Bg.

day night

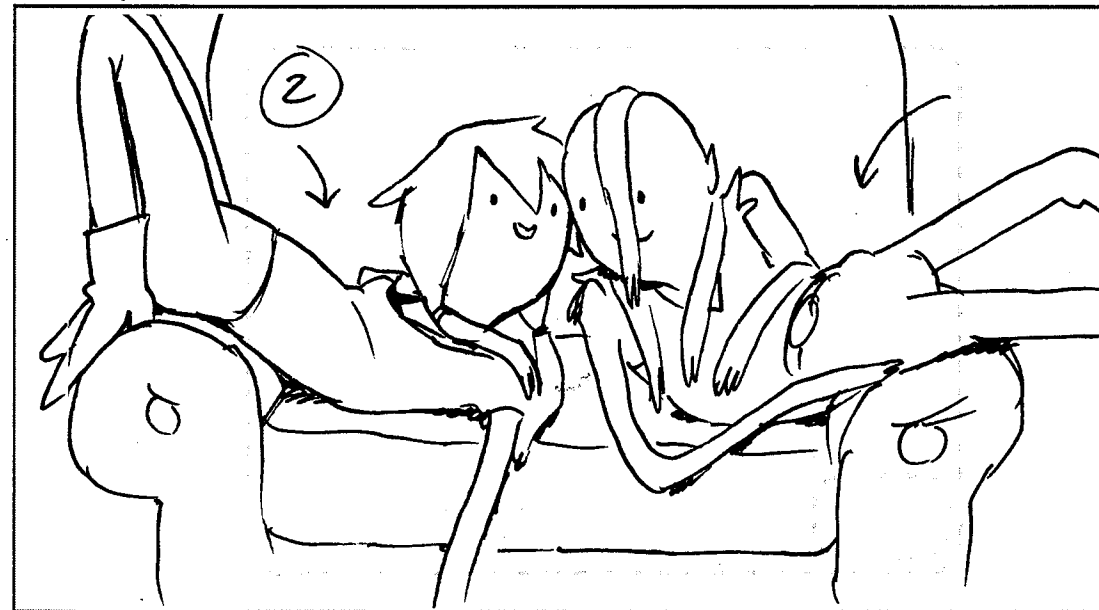


Sc. 82

Pnl. B

Bg.

day night



Dialog:

(M:) I'm so glad we're doing this, Ash -

Action:

Timing:

EPISODE #

100857

22.5

Production :

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# ADVENTURE TIME



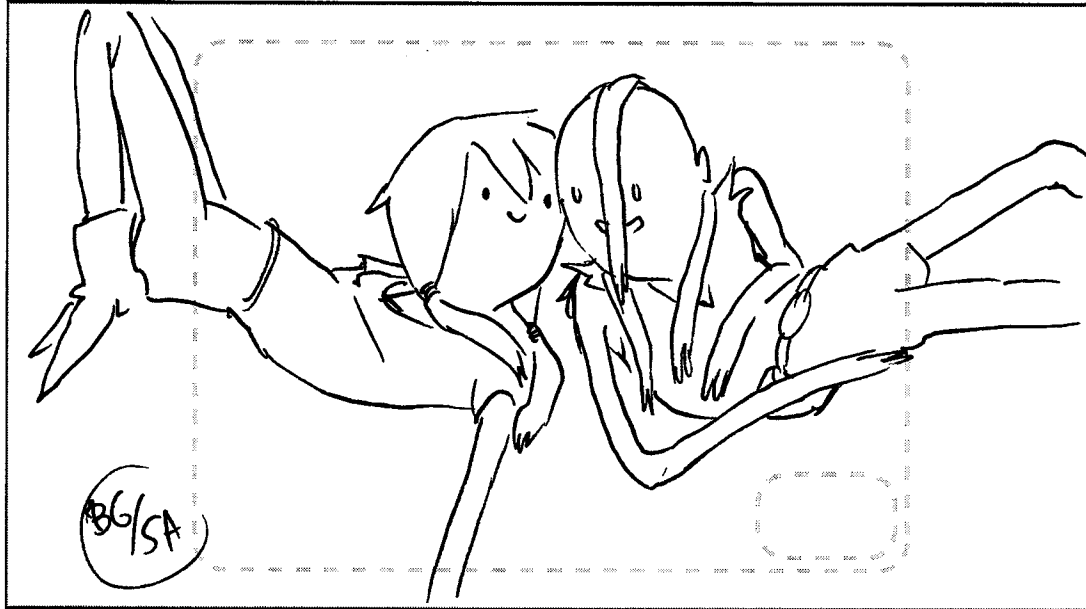
Page 95

Sc. 82

Pnl. C

Bg.

day night

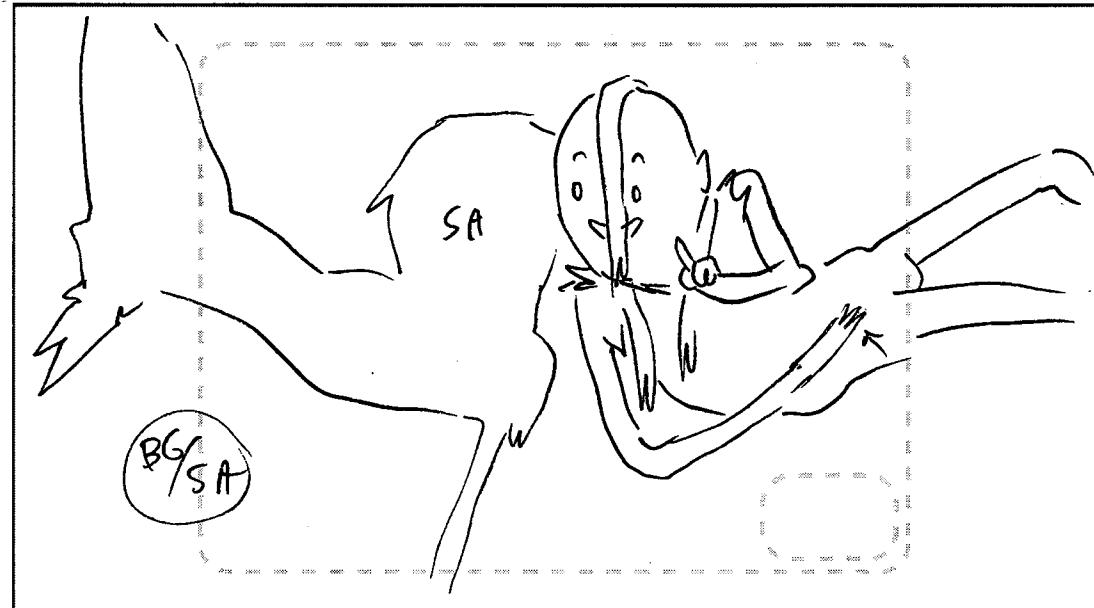


Sc. 82

Pnl. D

Bg.

day night



Dialog:

(ASH:) Yeah, me too -

(ASH:) Oh hey - wait - watch this,  
I've been practicing -

Action:

Timing:

EPISODE # 100857

Production :

24

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# ADVENTURE TIME



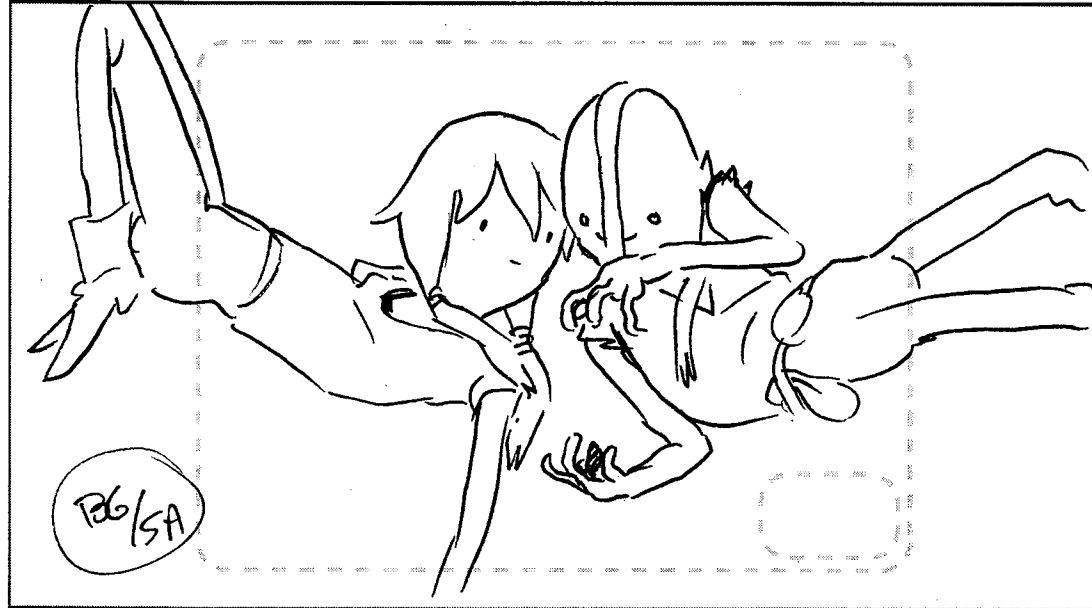
Page 96  
day night

Sc. 82

Pnl. E

Bg.

day night



Sc. 82

Pnl. F

Bg.

day night



Dialog:

Action: Fingers on both  
hands cycle -  
1 2 3 4 5 6 1 2 3 4 5 6

Timing:



- Magic energy materializes -  
- Fingers still cycling

EPISODE # 100857

Production :

25

# ADVENTURE TIME



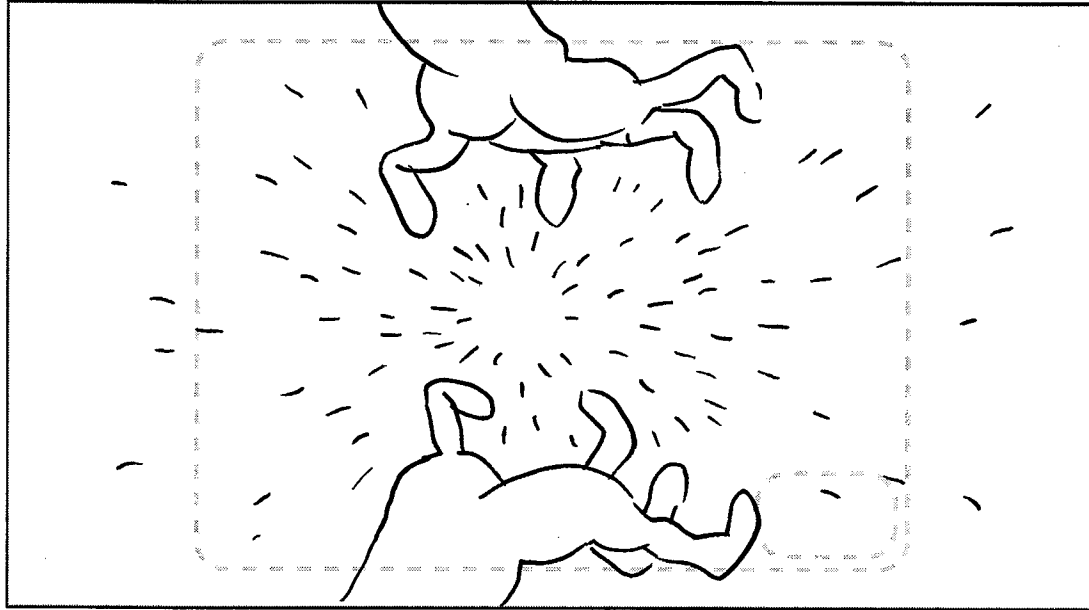
Page 97

Sc. 83

Pnl. A

Bg.

day night

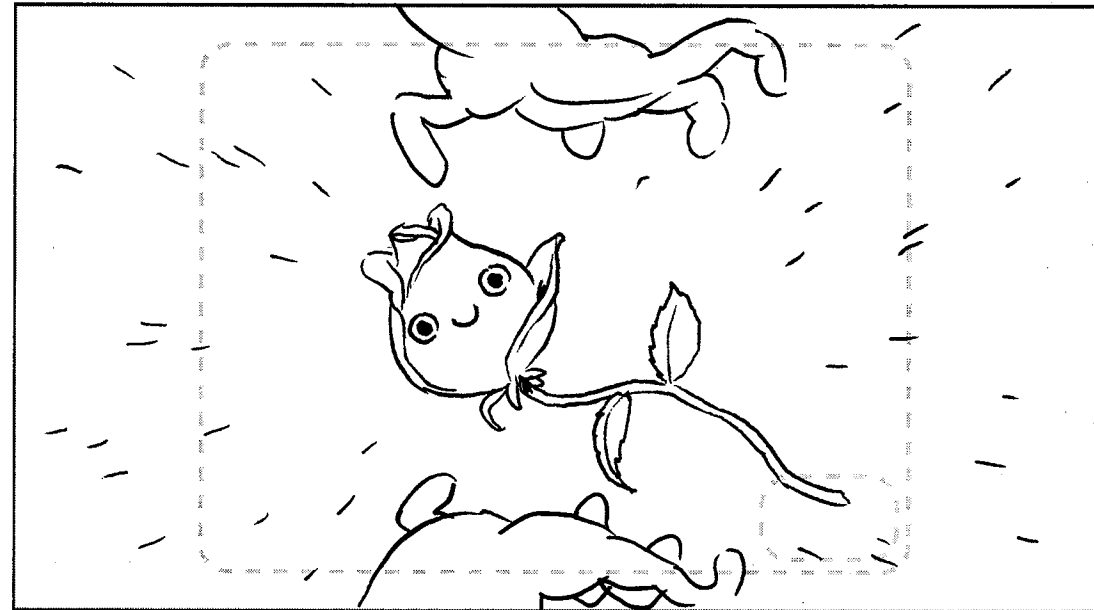


Sc. 83

Pnl. B

Bg.

day night



Dialog:

\* PGOF \*

Action:

Fingers still moving in (1)(2)(3)(4)(5)(6) pattern

Fingers stop moving, and are blown back slightly by magical appearance of ROSE

Timing:

EPISODE #

100857

Production :

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ADVENTURE TIME

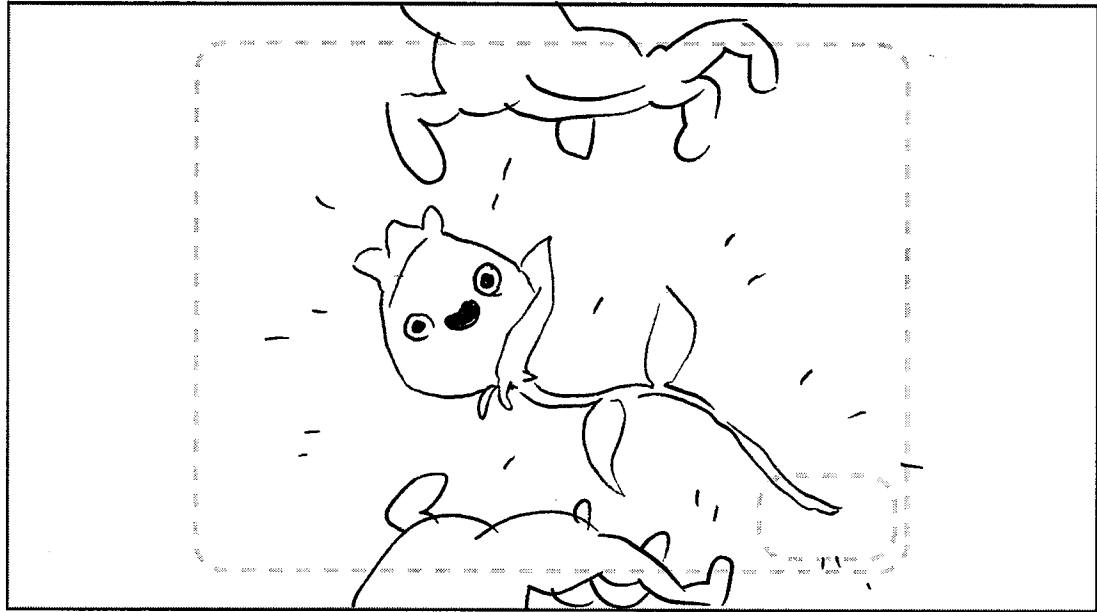


Sc. 83

Pnl. C

Bg.

day night

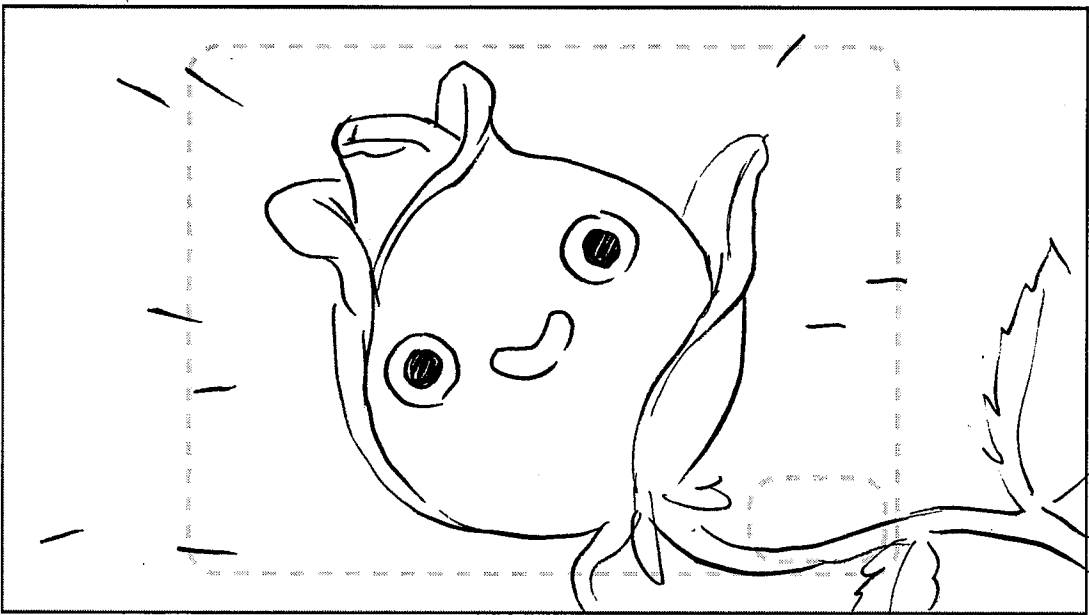


Sc. 84

Pnl. A

Bg.

day night



Dialog:

ROSE: MAH-SUH-WEEN!!

ROSE: I WUV!  
I WUV!

Action:

Timing:

100857

EPISODE #

Production :

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ADVENTURE TIME

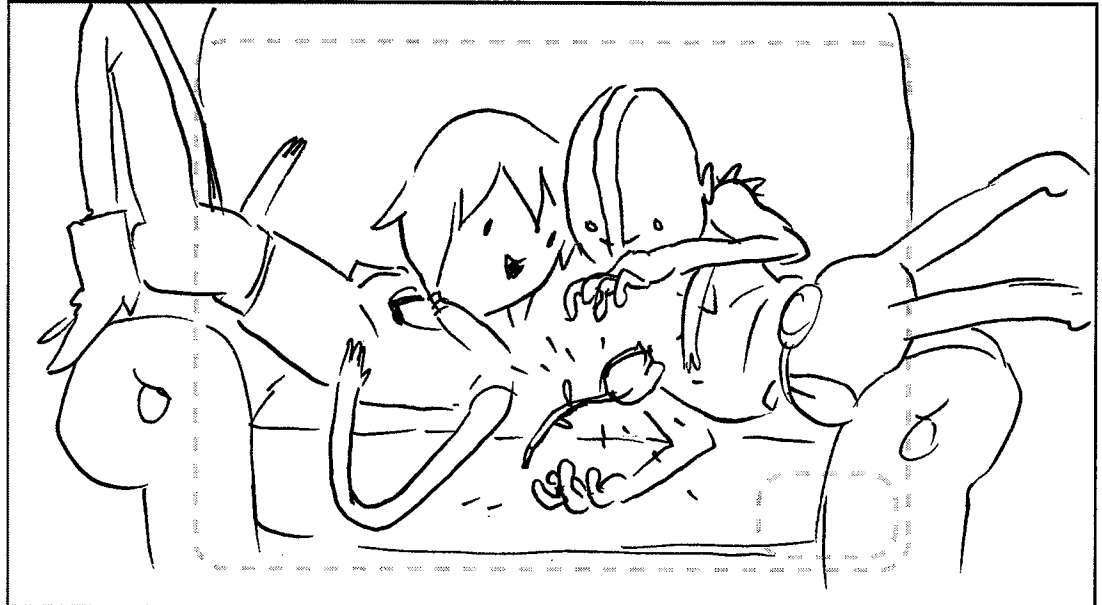


Sc. 85

Pnl. A

Bg.

day night

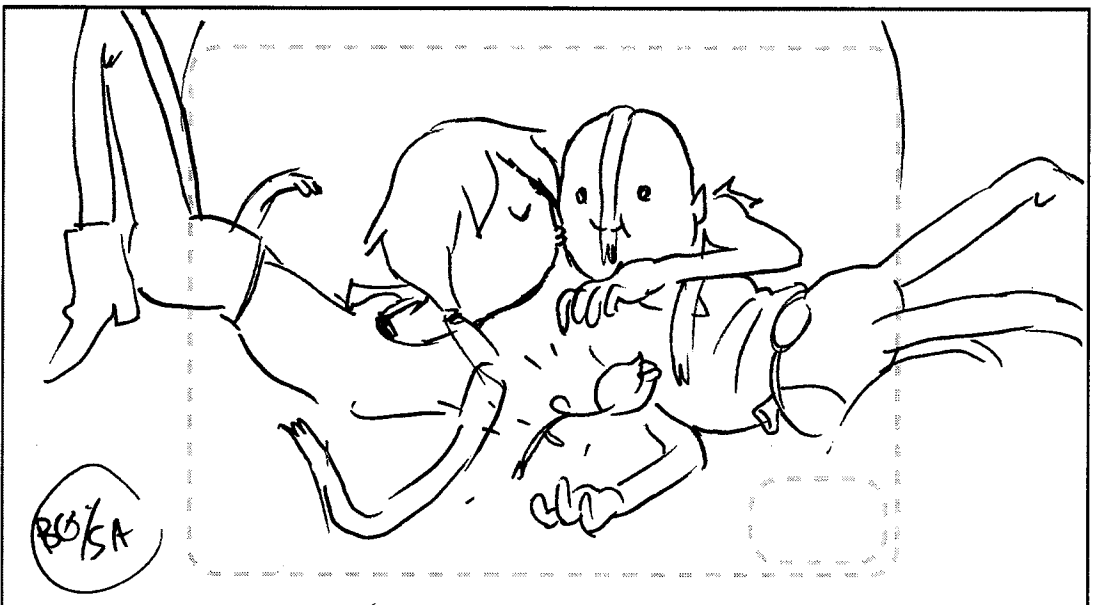


Sc. 85

Pnl. B

Bg.

day night



Dialog:

(M:) OH ASH!  
(ROSE:) I WUV! } some overlap

SFX: \* KISS\*  
(ROSE:) I WUV!

Action:

- Fingers not moving

- Fingers not moving  
- M. kisses Ash

Timing:

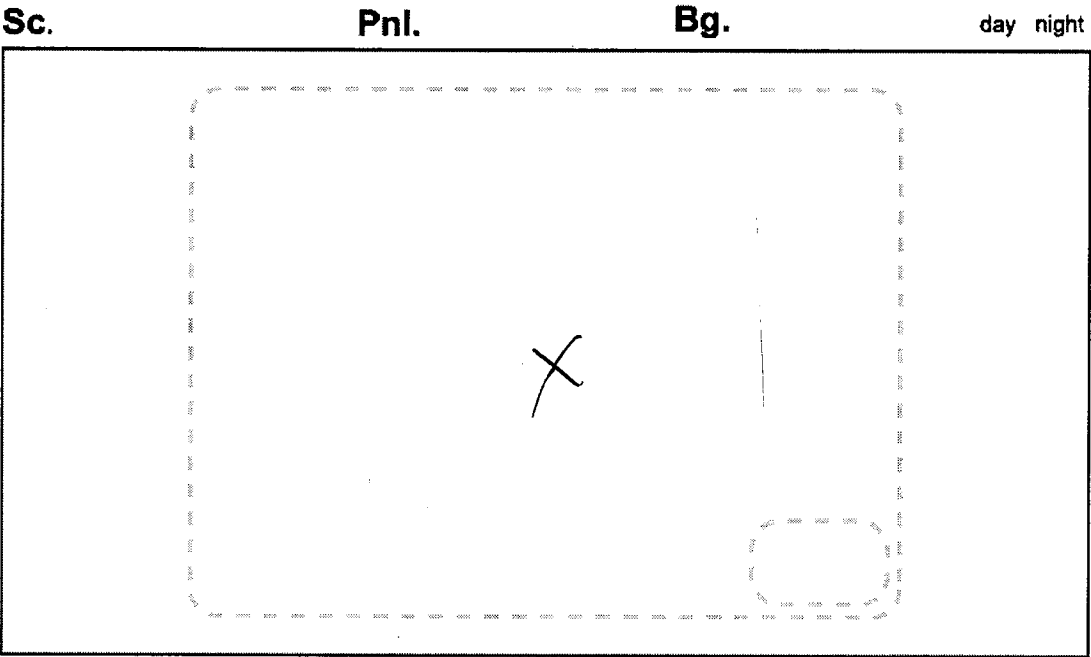
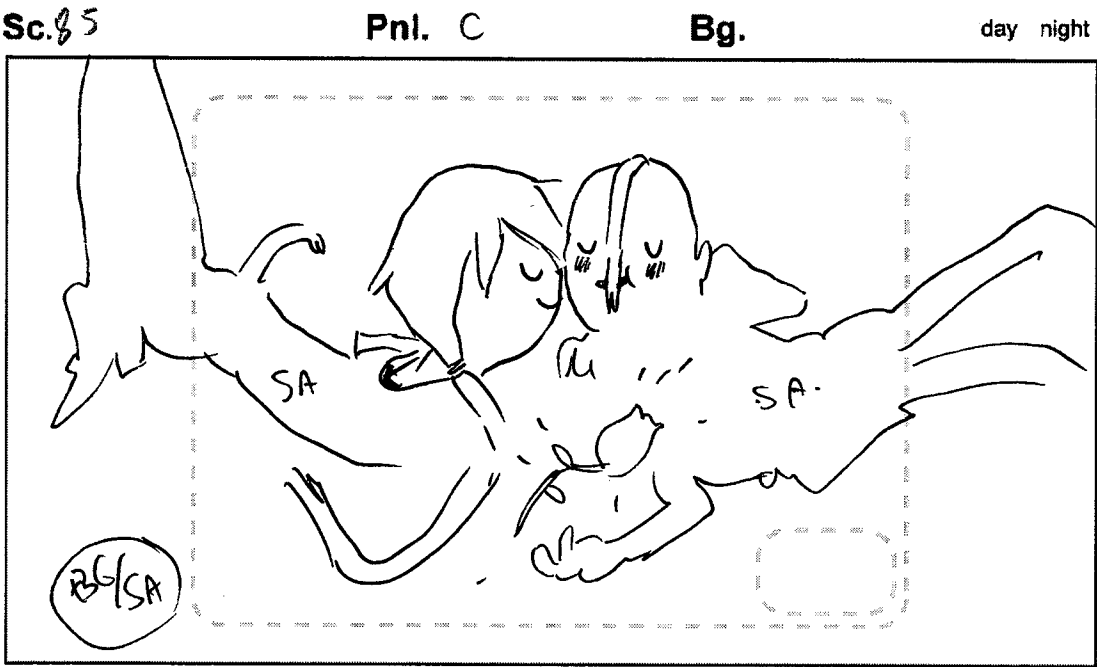
EPISODE #

100857

Production :

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ADVENTURE TIME



Dialog:

(ASH): Heh -

Action:

Ash blushes and chuckles

Timing:

EPISODE #

100857

Production :



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ADVENTURE TIME

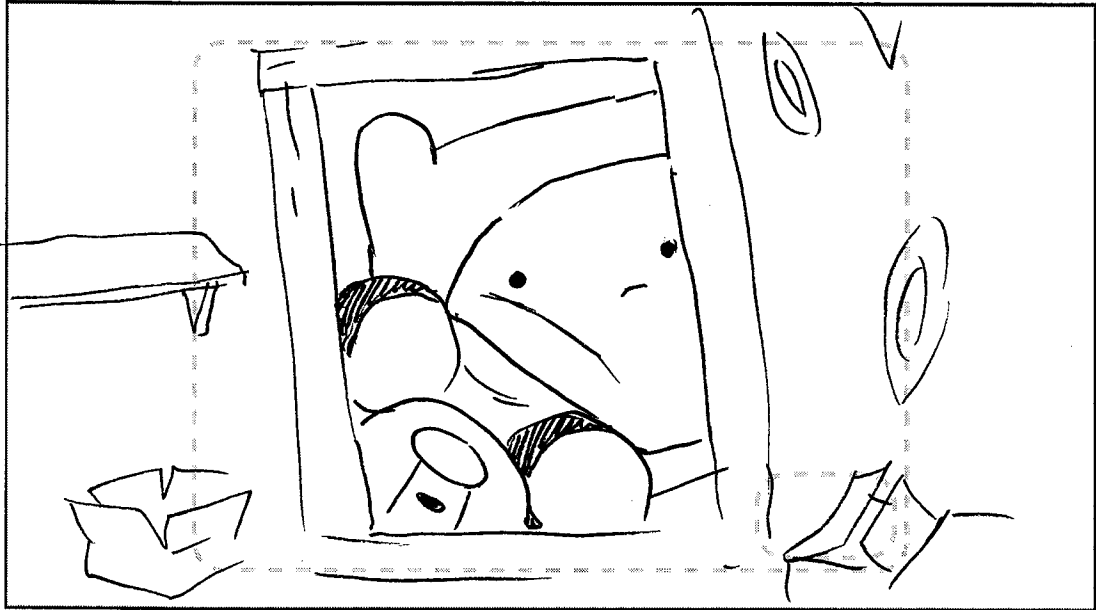


Sc. 86

Pnl. A

Bg.

day night

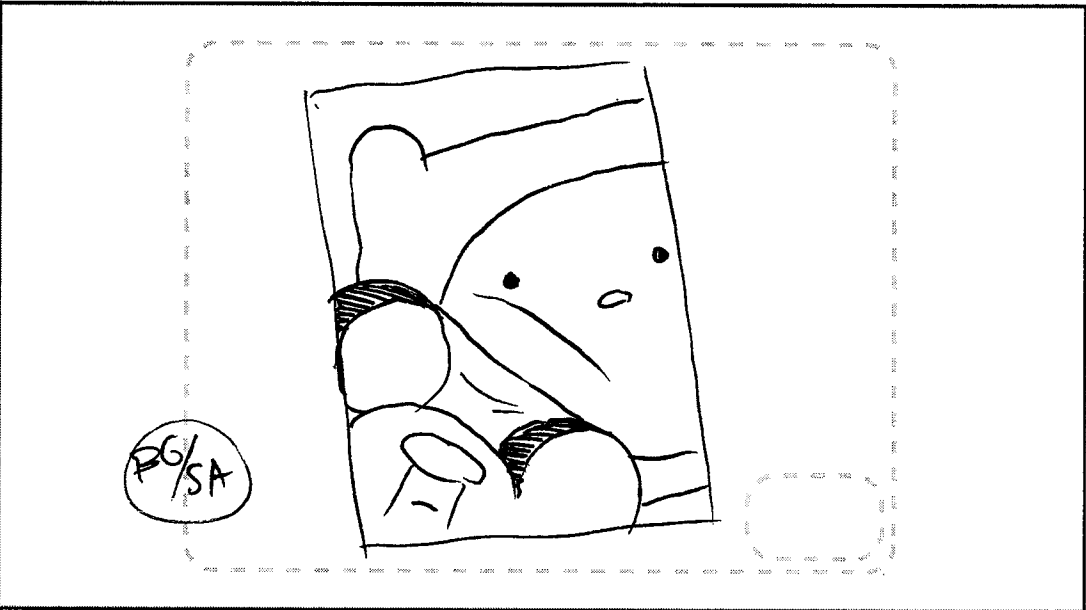


Sc. 86

Pnl. B

Bg.

day night



Dialog:

(J:) Who's this guy supposed to be?

(F:) I don't know.  
"Ash" I guess.

Action:

Timing:

EPISODE #  
100857

Production :

30

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# ADVENTURE TIME



Sc. 86 Pnl. C Bg. day night

Sc. 86 Pnl. D Bg. day night

Dialog:
Action:
Timing:

Production :  
EPISODE #  
100857  
S

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# ADVENTURE TIME



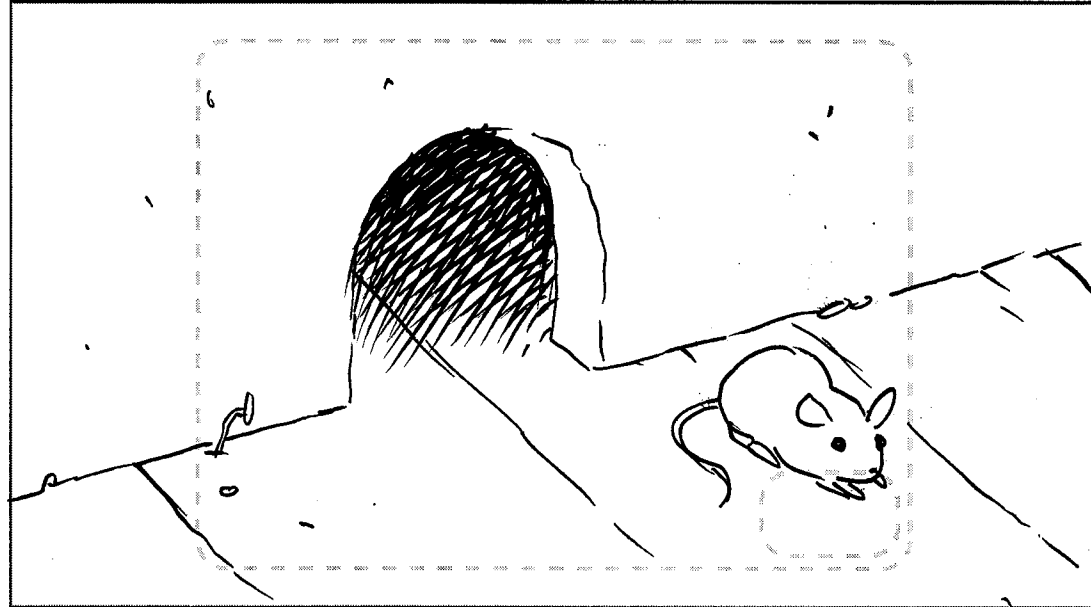
Page 103

Sc. 87

Pnl. A

Bg.

day night

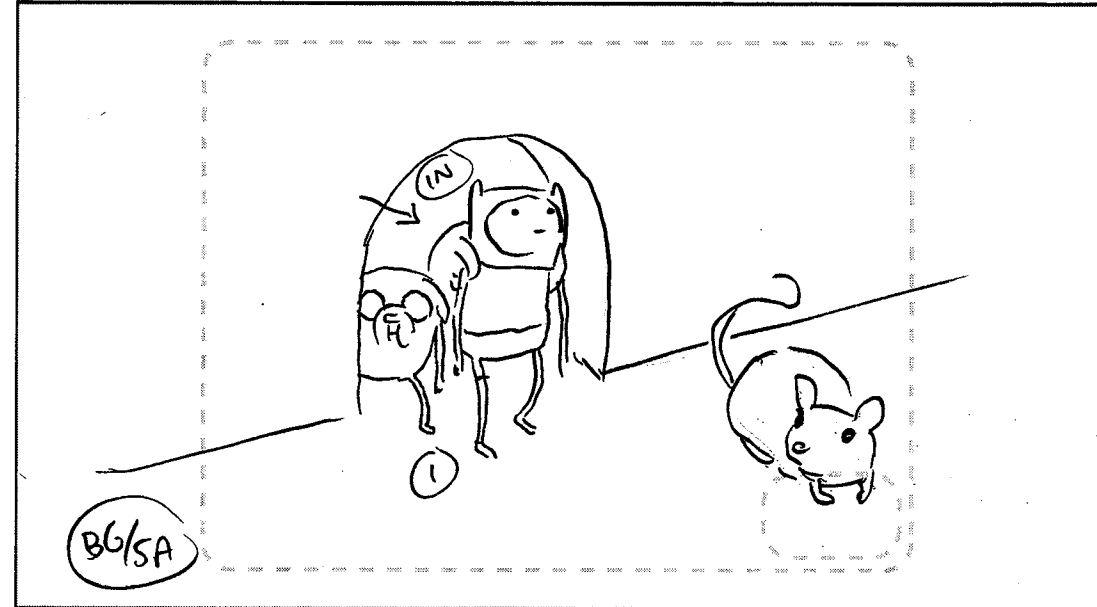


Sc. 87

Pnl. B

Bg.

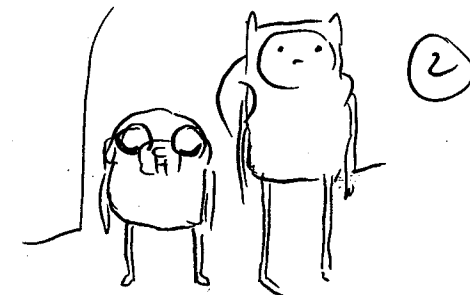
day night



Dialog:

Action:

Timing:



EPISODE #

100857

32

Production :

ADVENTURE TIME



Sc. 88

Pnl. A

Bg.

day night

Sc. 88

Pnl. 8

Bg.

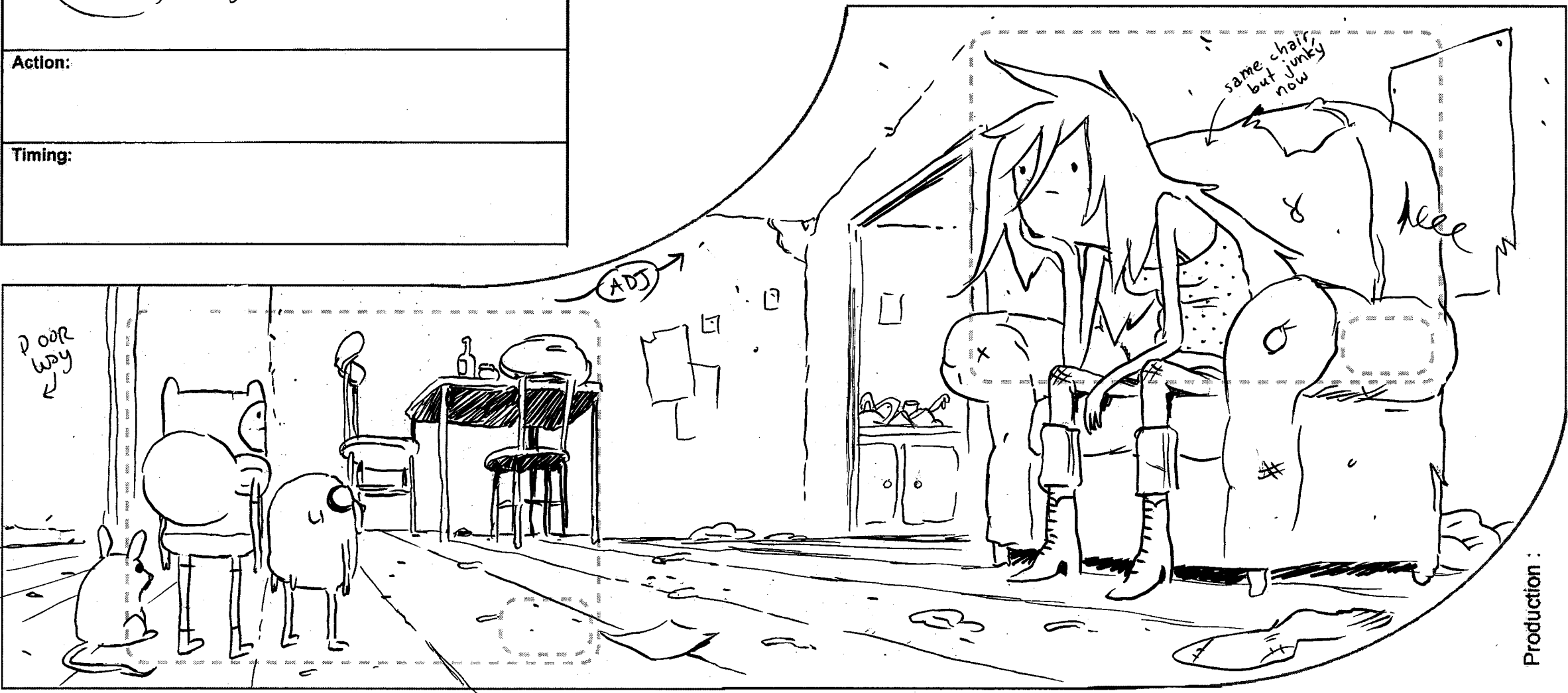
day night

Dialog:

MARC :) \* Sigh \*

Action:

Timing:



Production :

100857

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# ADVENTURE TIME

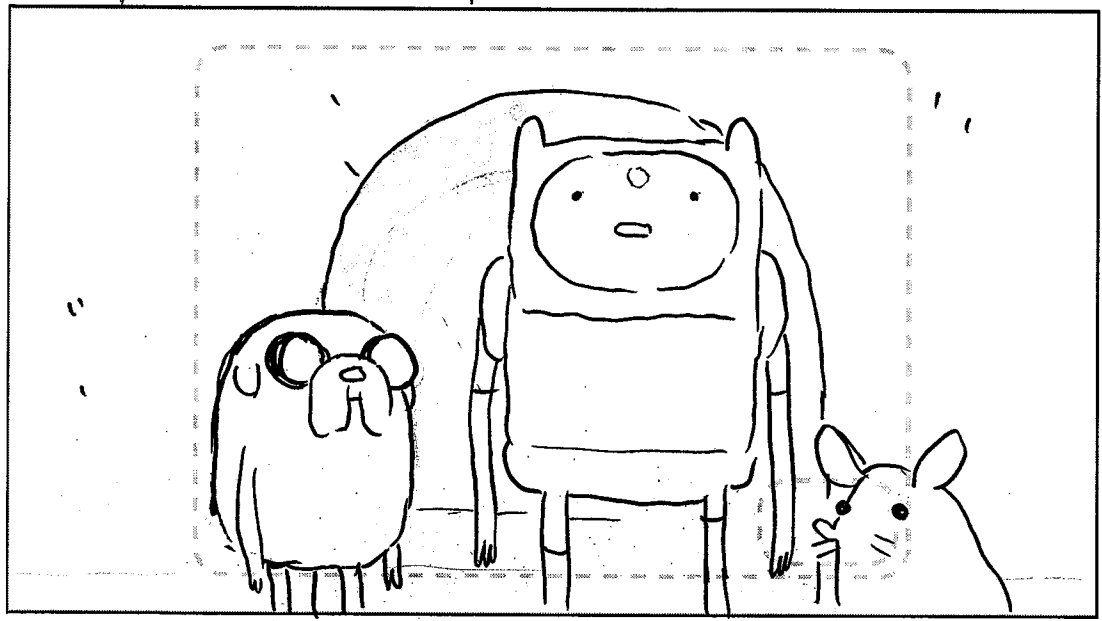


Sc. 89

Pnl. A

Bg.

day night

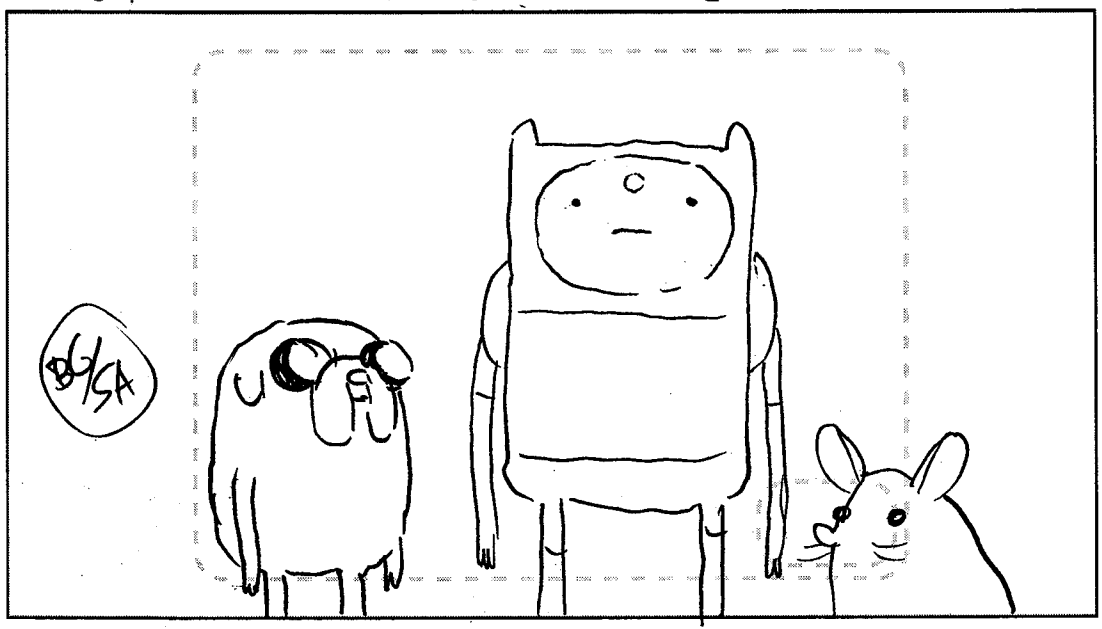


Sc. 89

Pnl. B

Bg.

day night



Dialog:

(flatly)  
(F.) this place reeks

Action:

Finn's forehead dot glows, but not at full strength -

Timing:

EPISODE #

100857

Production :

ADVENTURE TIME

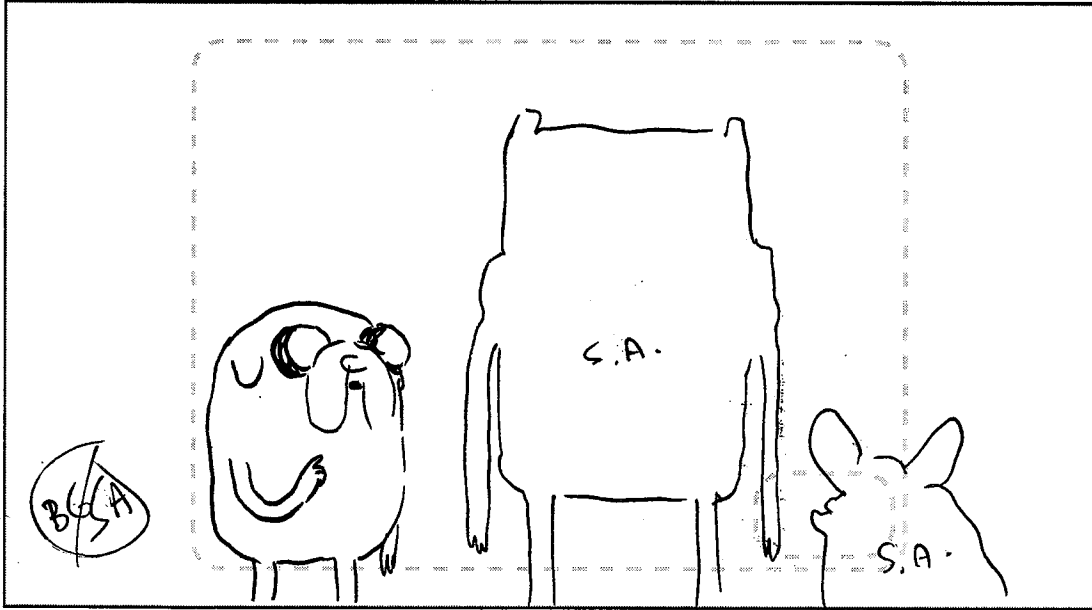


Sc. 89

Pnl. C

Bg.

day night

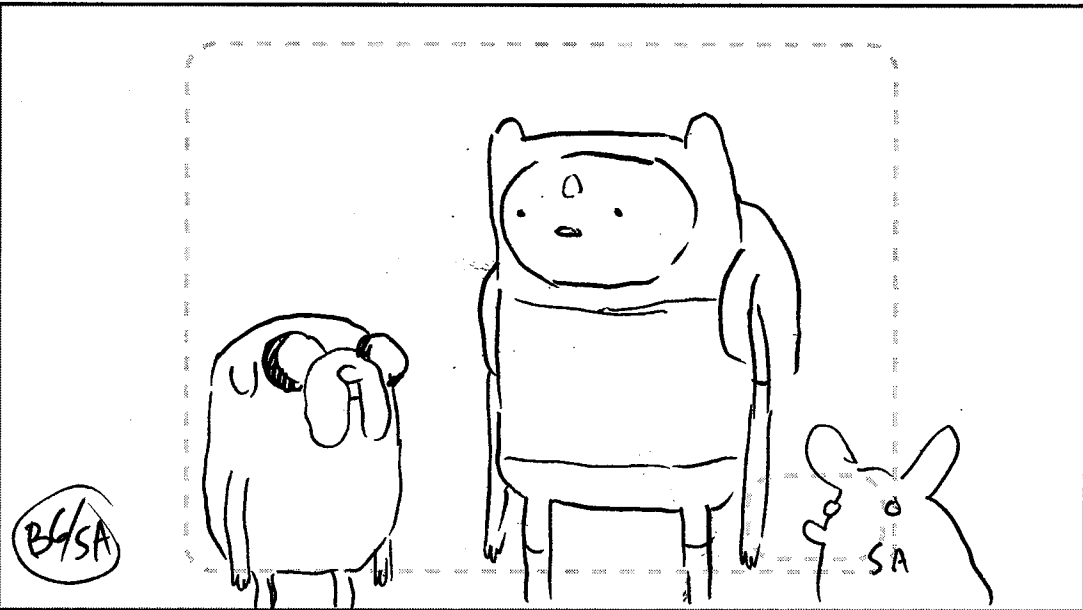


Sc. 89

Pnl. D

Bg.

day night



Dialog:

J: Yo man- yer thing is glowing.

F: My what?

Action:

Timing:

EPISODE #

Production :

100857

35

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# ADVENTURE TIME



Page 107

Sc. 89

Pnl. E

Bg.

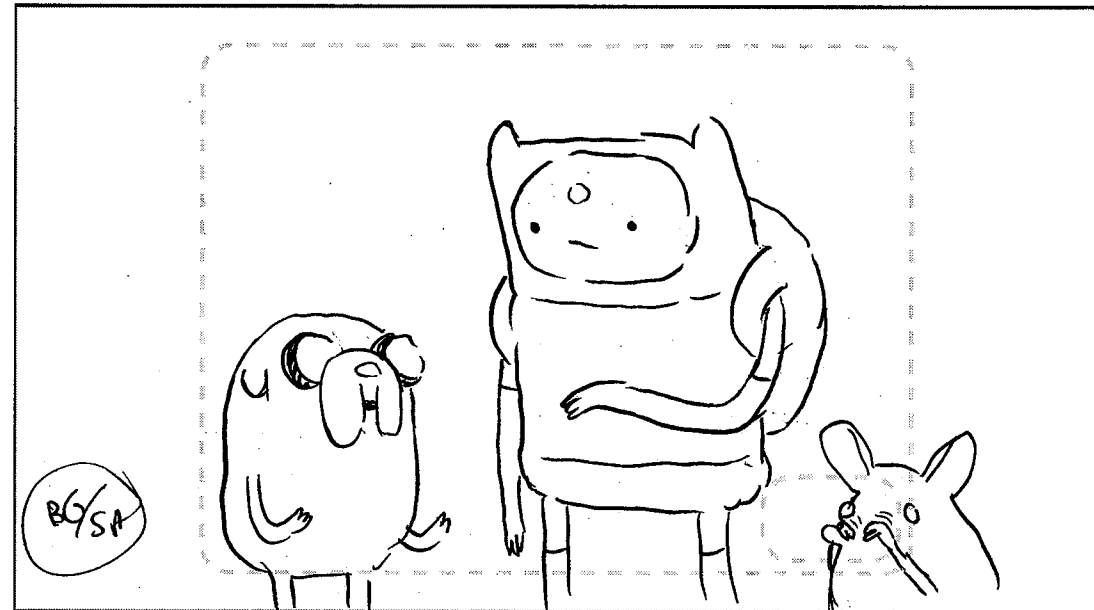
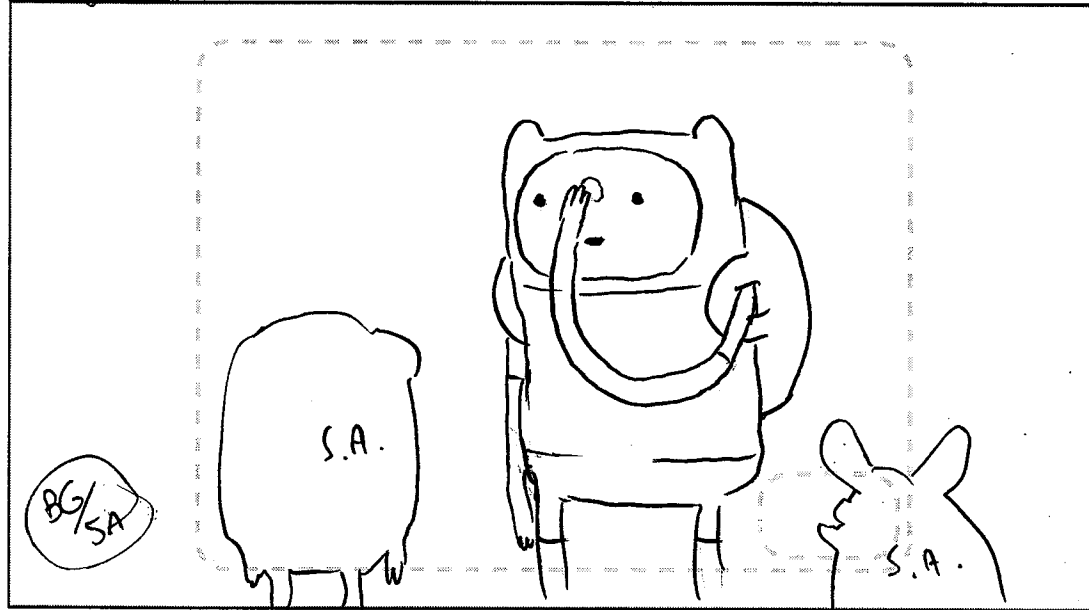
day night

Sc. 89

Pnl. F

Bg.

day night



Dialog:

(F:) Oh - my thing.

(J:) we must be close to the core-

Action:

mouse cleans nose  
A B A B A B



Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



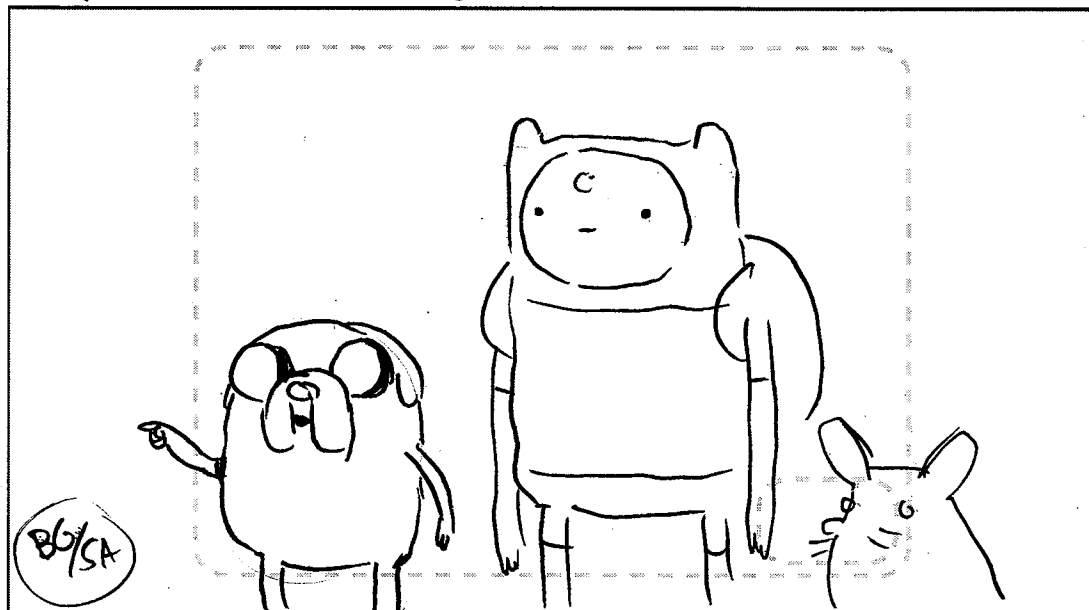
Page 108

Sc. 89

Pnl. G

Bg.

day night

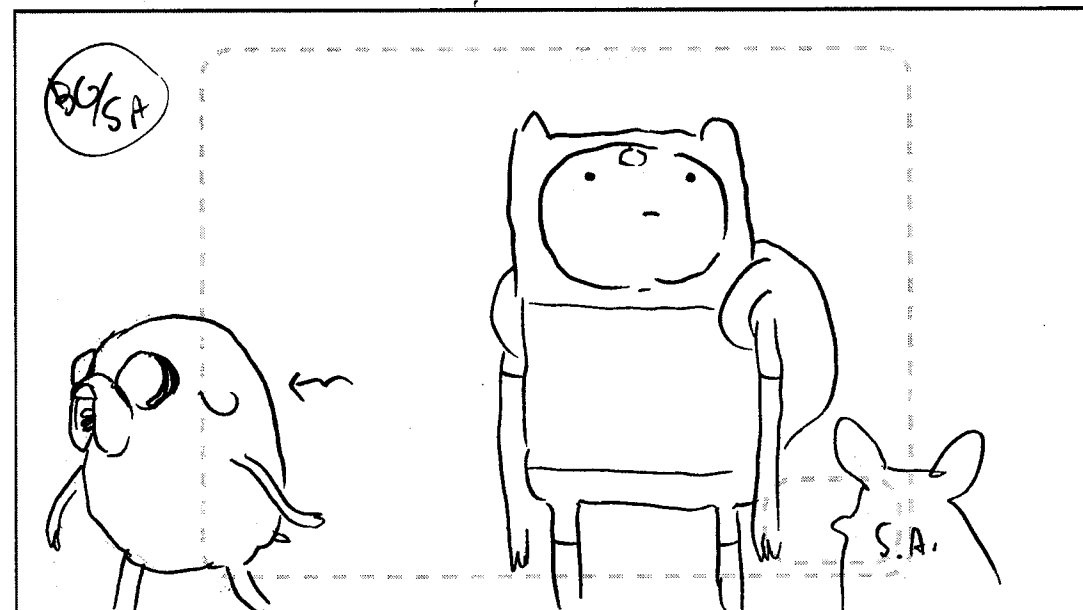


Sc. 89

Pnl. H

Bg.

day night



Dialog:

(J:) I see another door  
over there.

(J:) c'mon

Action:

Timing:

100857

EPISODE #

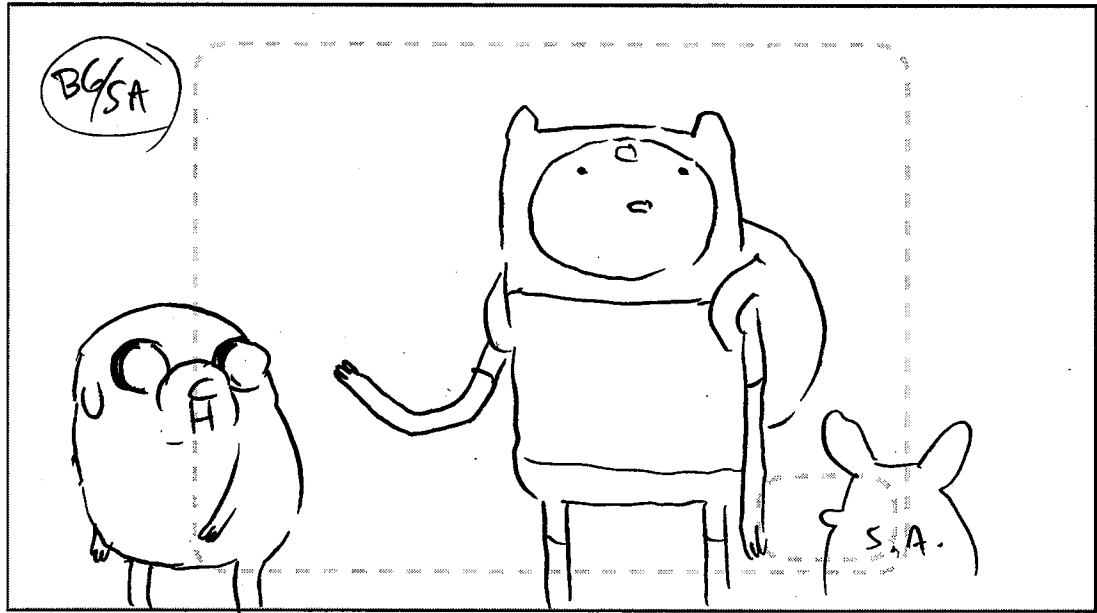
Production :



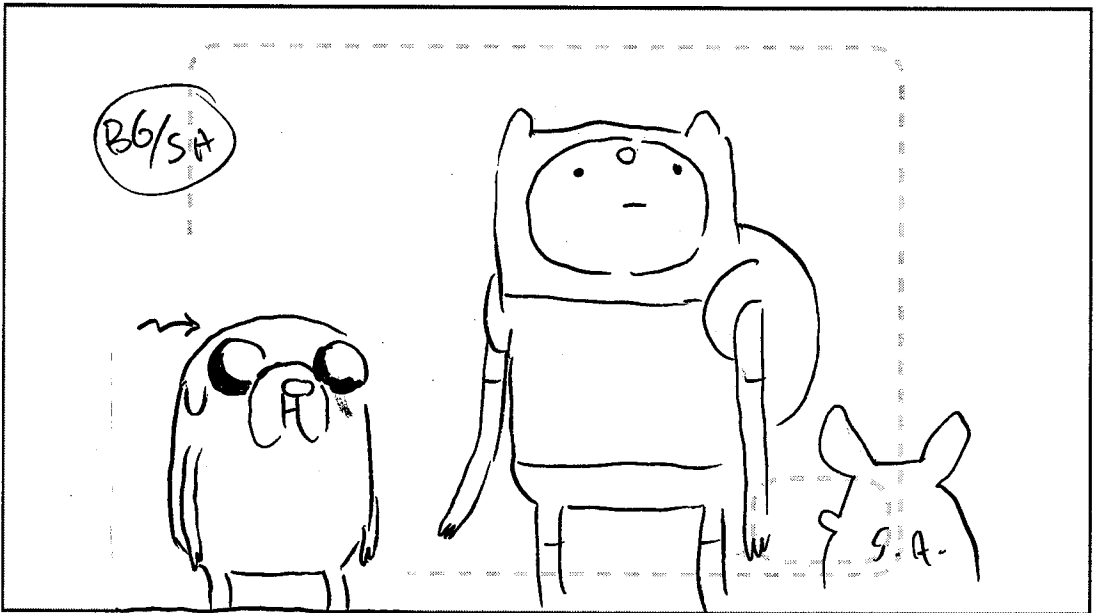
ADVENTURE TIME



Sc. 89 Pnl. I Bg. day night



Sc. 89 Pnl. J Bg. day night



Dialog:  
(F:) wait a sec, Jake -  
it's that guy again.

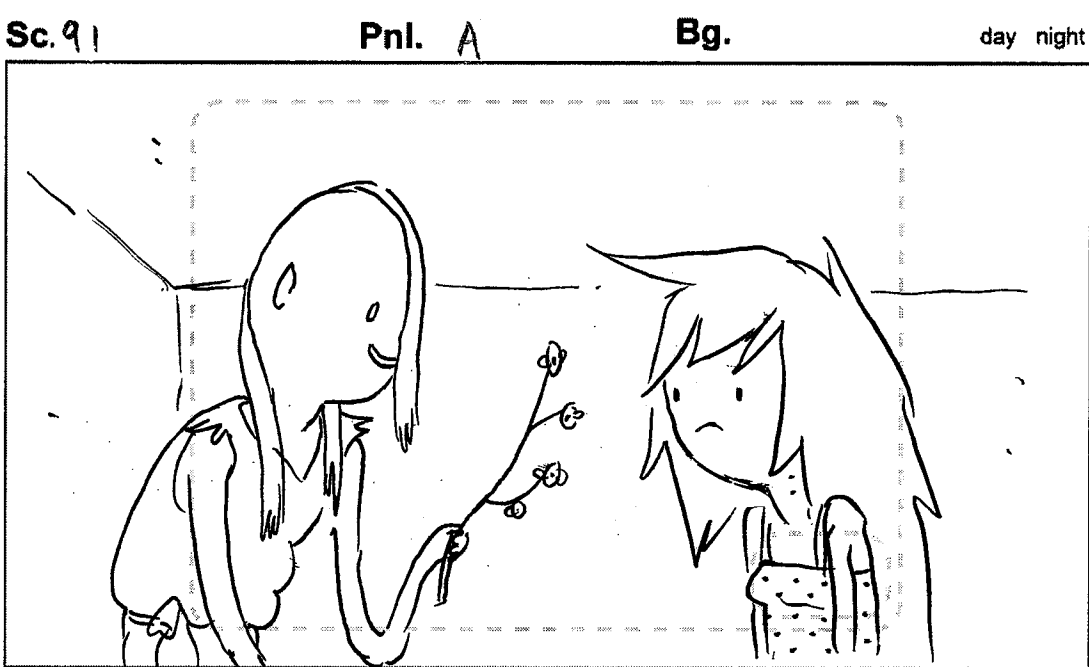
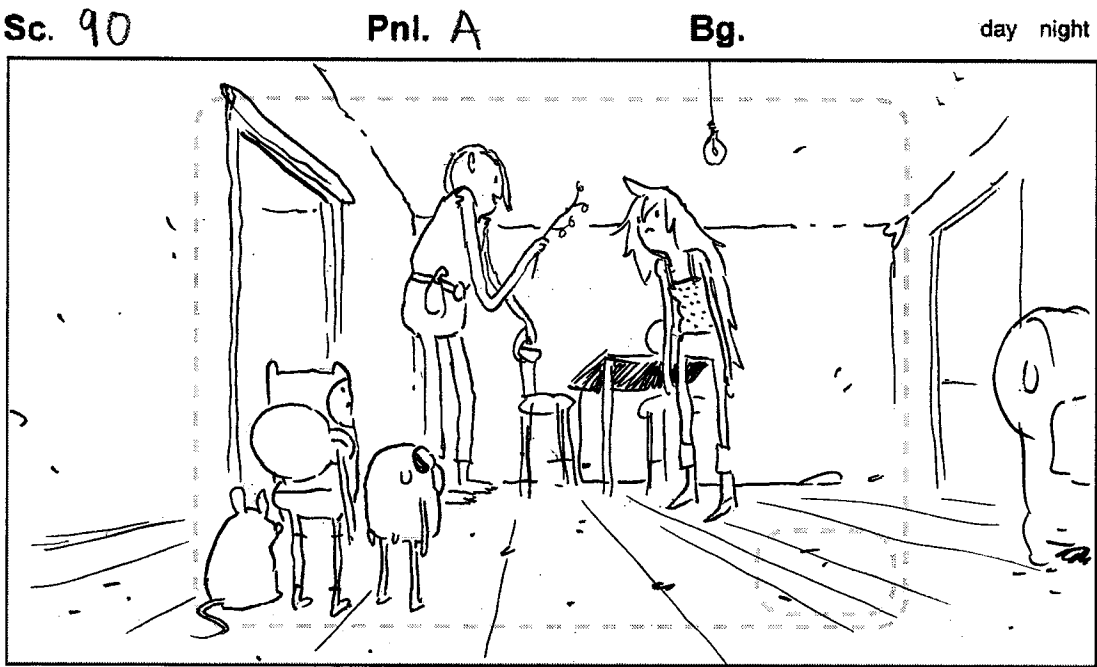
(ASH) (O.S.): check it out Mar-Mar -

Action:

Timing:

EPISODE # 100857  
38  
Production :

ADVENTURE TIME



Dialog:	ASH: look at my new wand -	ASH: it's got real cherry blossoms
Action:		
Timing:		

EPISODE # 100857

39

Production :

ADVENTURE TIME



Sc. 91

Pnl. B

Bg.

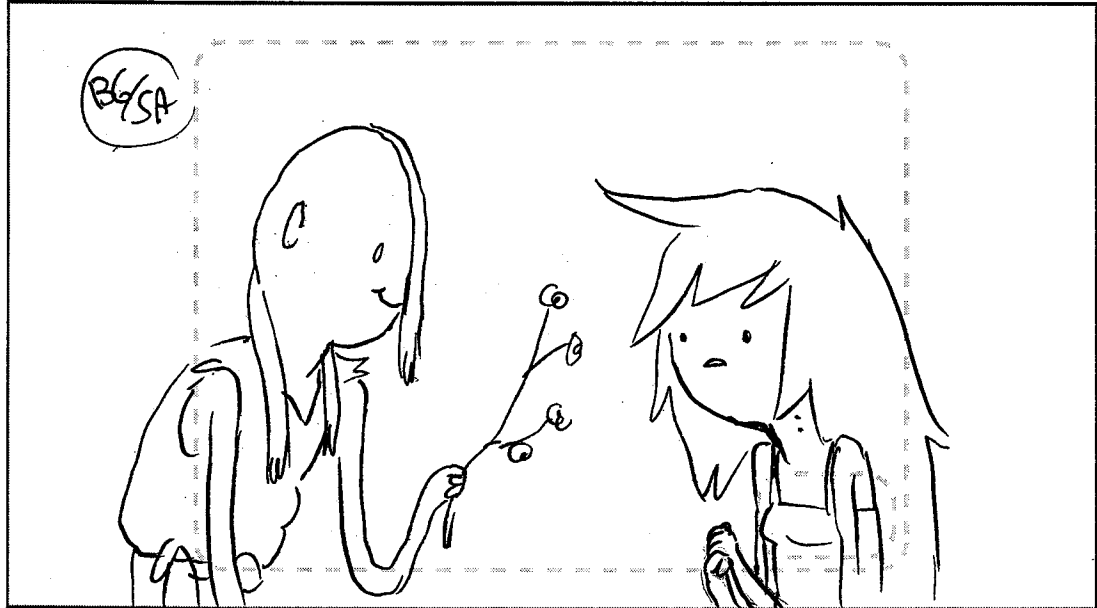
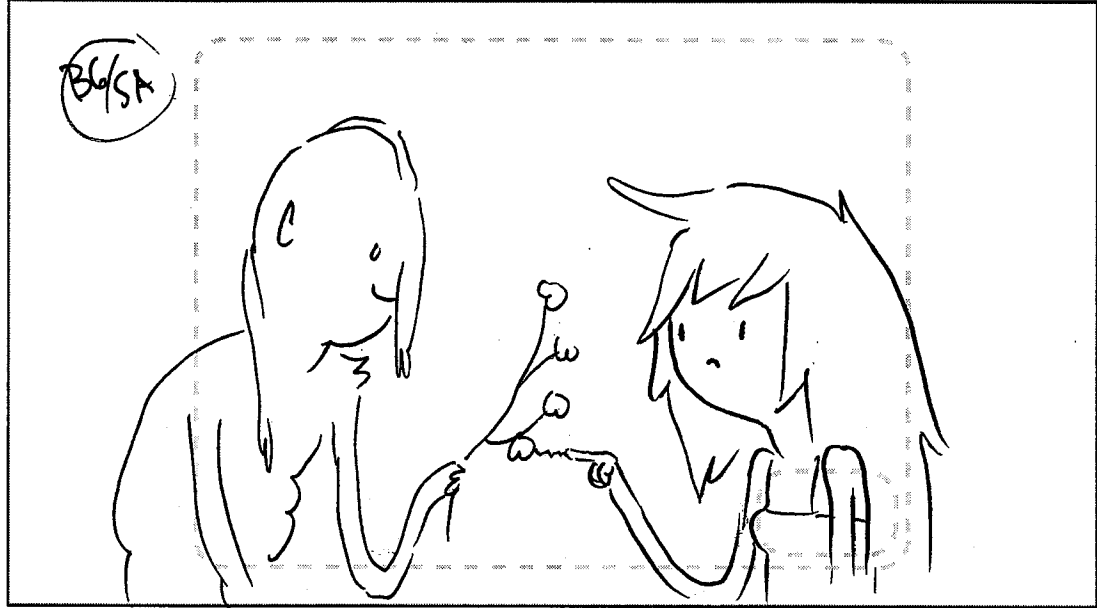
day night

Sc. 91

Pnl. C

Bg.

day night



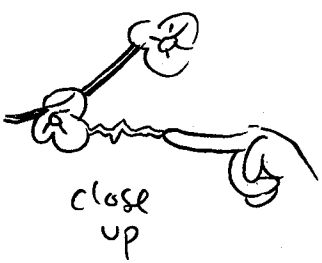
Dialog:

SFX: \* bzzt \*

(M:) (flatly sarcastic) wow. awesome.

Action:

marceline gets shocked when she touches the wand.



marceline holds burnt finger

Timing:

100857

EPISODE #

40

Production :

# ADVENTURE TIME



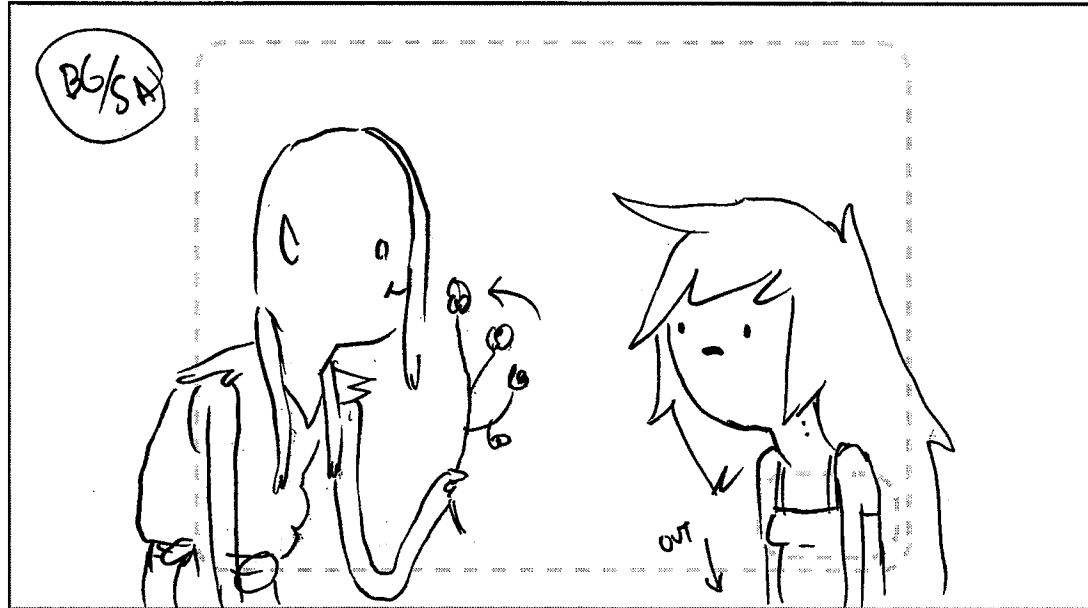
Page 112

Sc. 91

Pnl. D

Bg.

day night



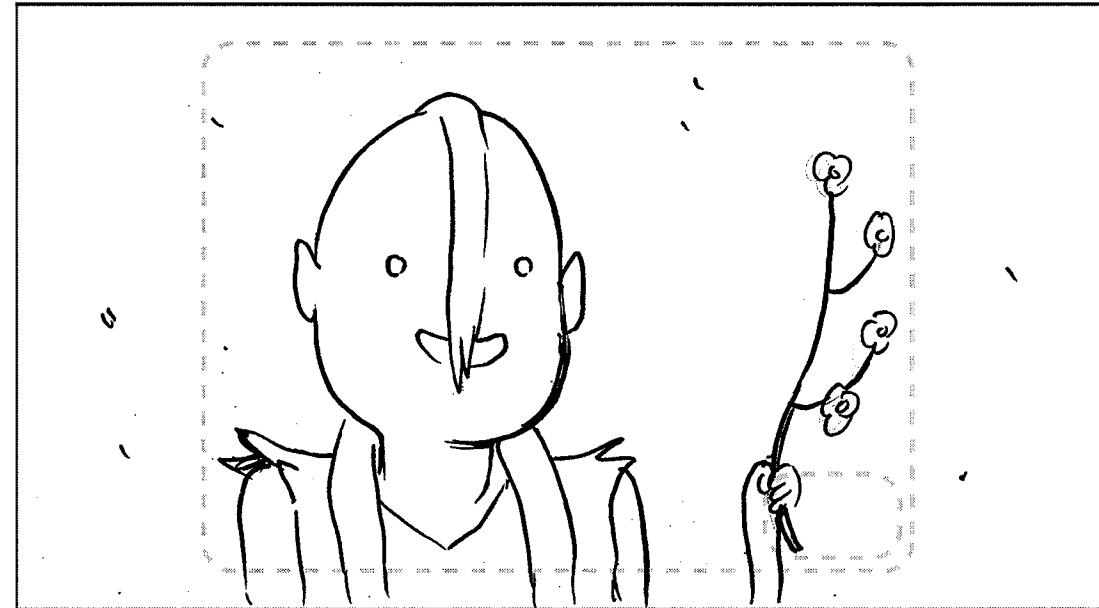
Sc.

92

Pnl. A

Bg.

day night



Dialog:

(M:) where'd you get the money for this thing?

Action:

Timing:

(ASH:) I sold that teddy-bear you love so much to a witch!

EPISODE #

100857

Production :

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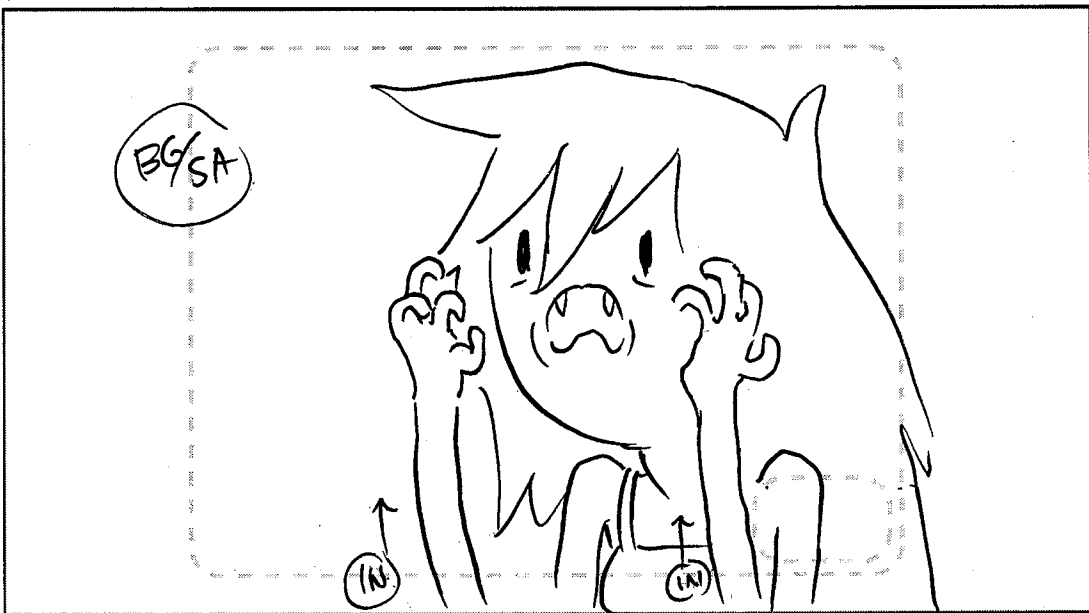
ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



Sc. 93 Pnl. B Bg. day night



Dialog:

M: ① You - wait -  
② WHAT!? ARE YOU CRAZY!?

Action:

Timing:



M: That WAS my Favorite thing in the whole world

Production :

EPISODE #

100857

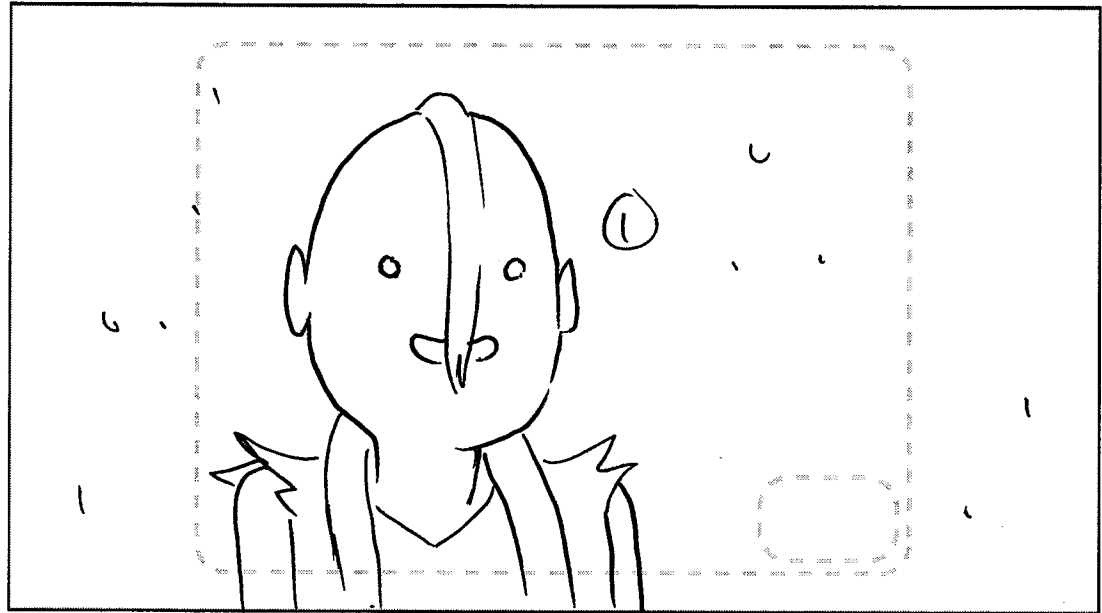
42

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ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:	(ASH): ① Yeah - that's why it's so valuable: ② for potions.	(M): What?
Action:		
Timing:		

EPISODE # 100857  
Production :

# ADVENTURE TIME



Page 115

Sc. 95 Pnl. B Bg.

day night



Sc. 95 Pnl. C Bg.

day night

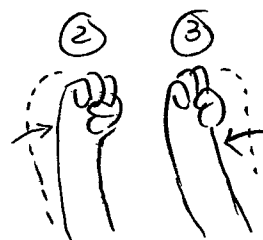


Dialog:

(M:) ① That's the last straw Ash  
② that's ③ it!

(M:) You're a psycho jerk and  
you ruined my life.

Action:



Timing:

EPISODE # 100857

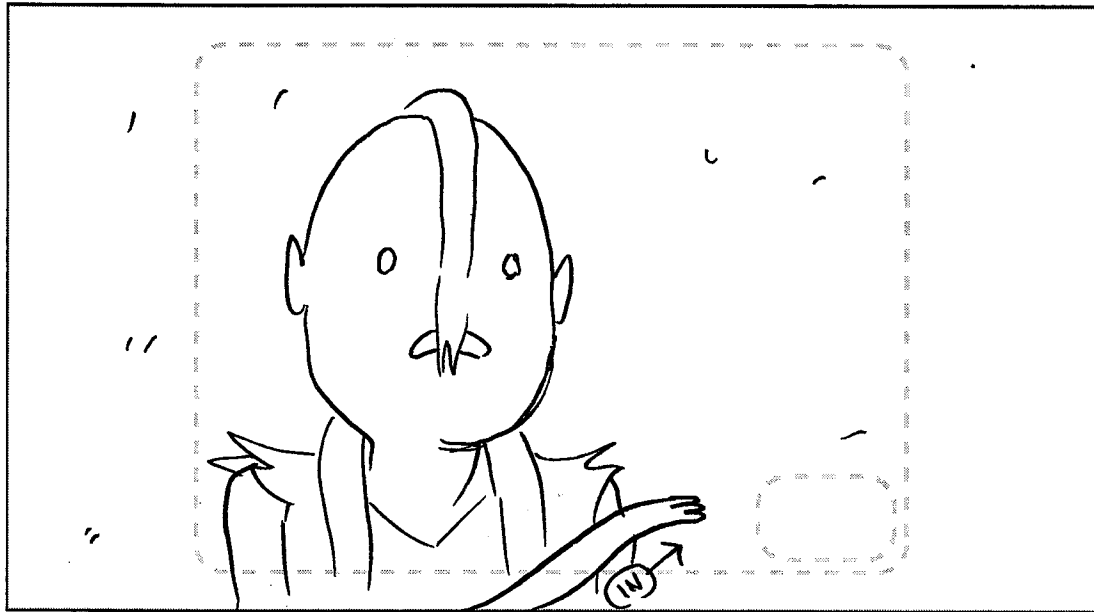
44

Production :

ADVENTURE TIME



Sc. 96 Pnl. A Bg. day night



Sc. 97 Pnl. A Bg. pg. 116



Dialog:

ASH: but... not all of it.

M: IT'S OVER!!  
YOU PSYCHO!!

Action:

Timing:



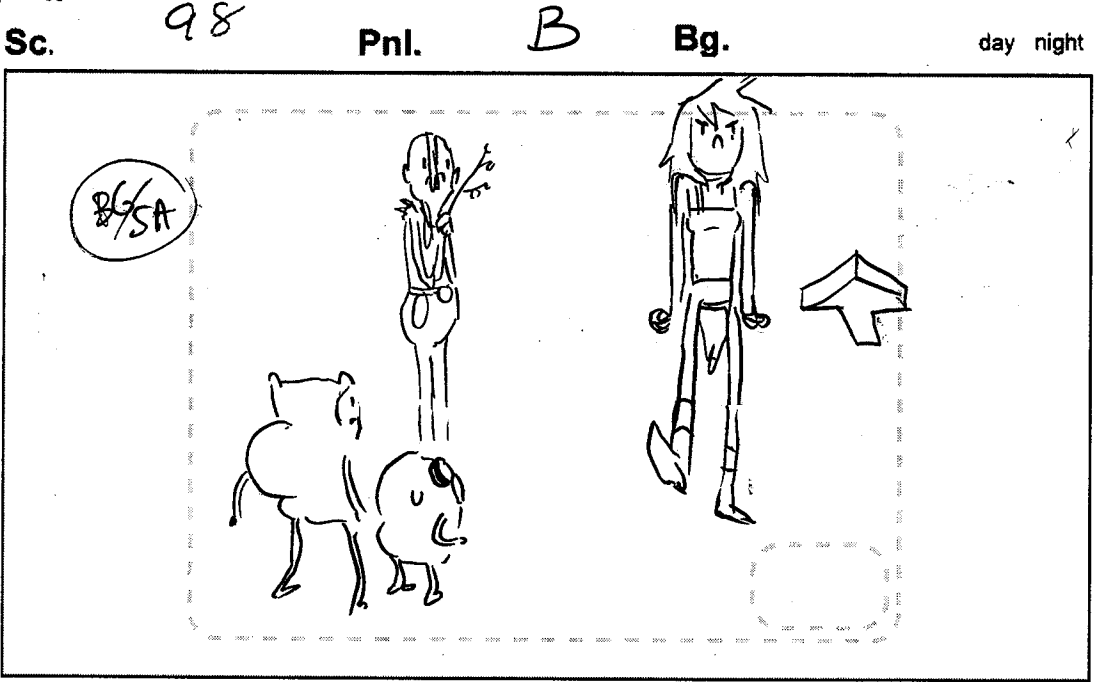
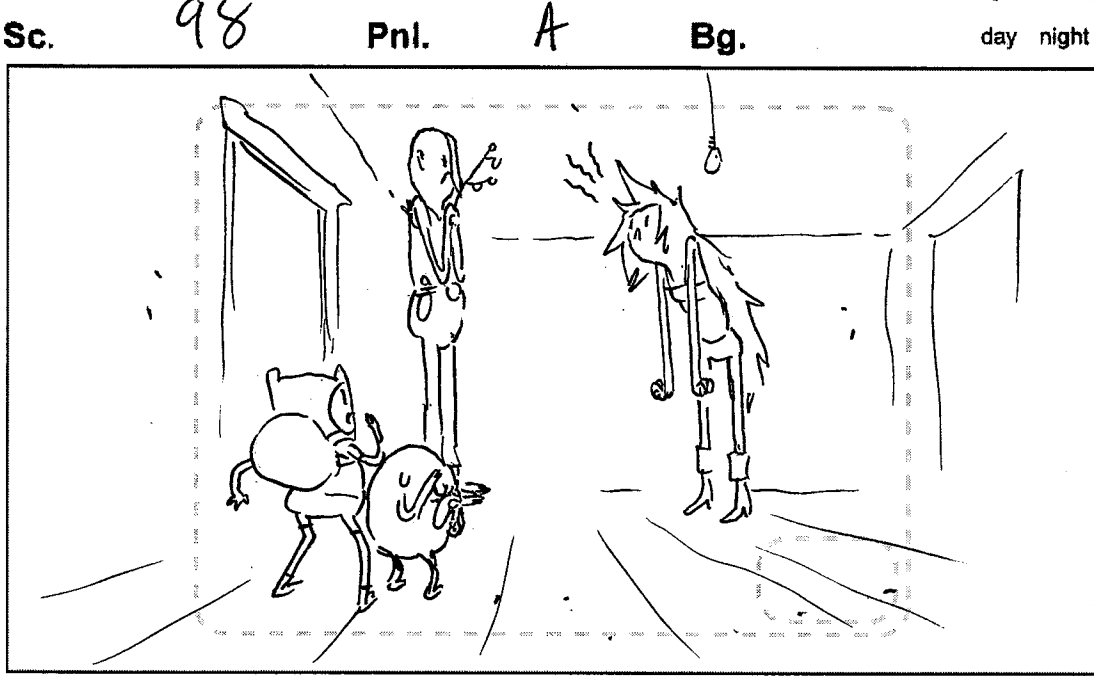
EPISODE #

100857

43



ADVENTURE TIME



Dialog:	
Action:	Marceline STOMPS forward toward screen -
Timing:	

EPISODE #

100857

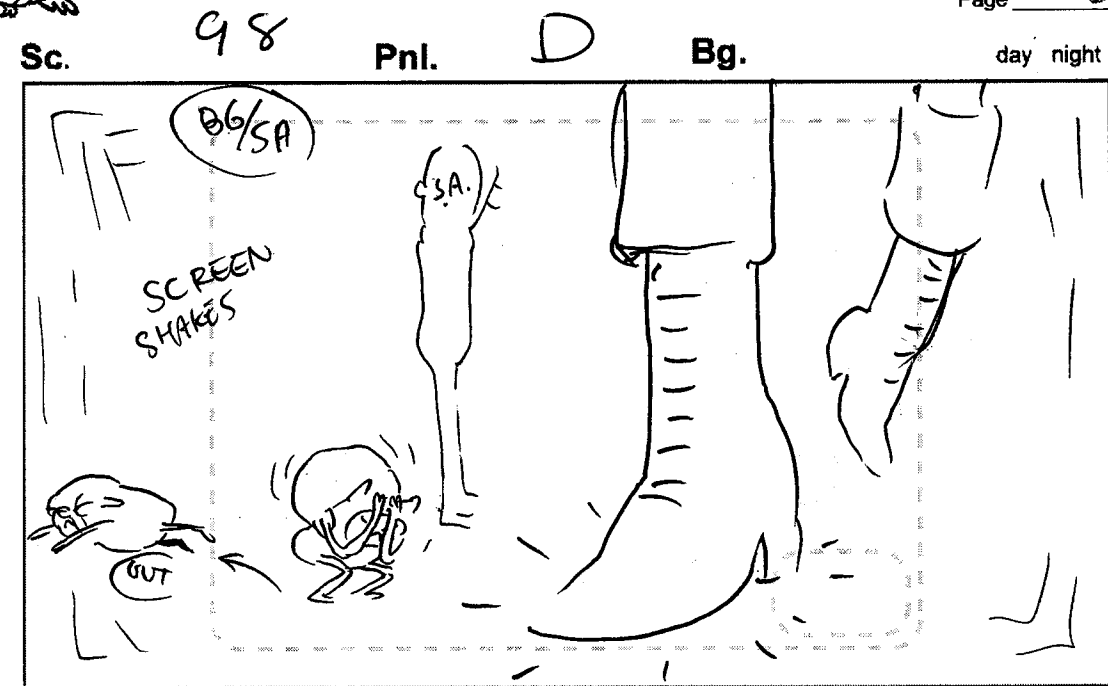
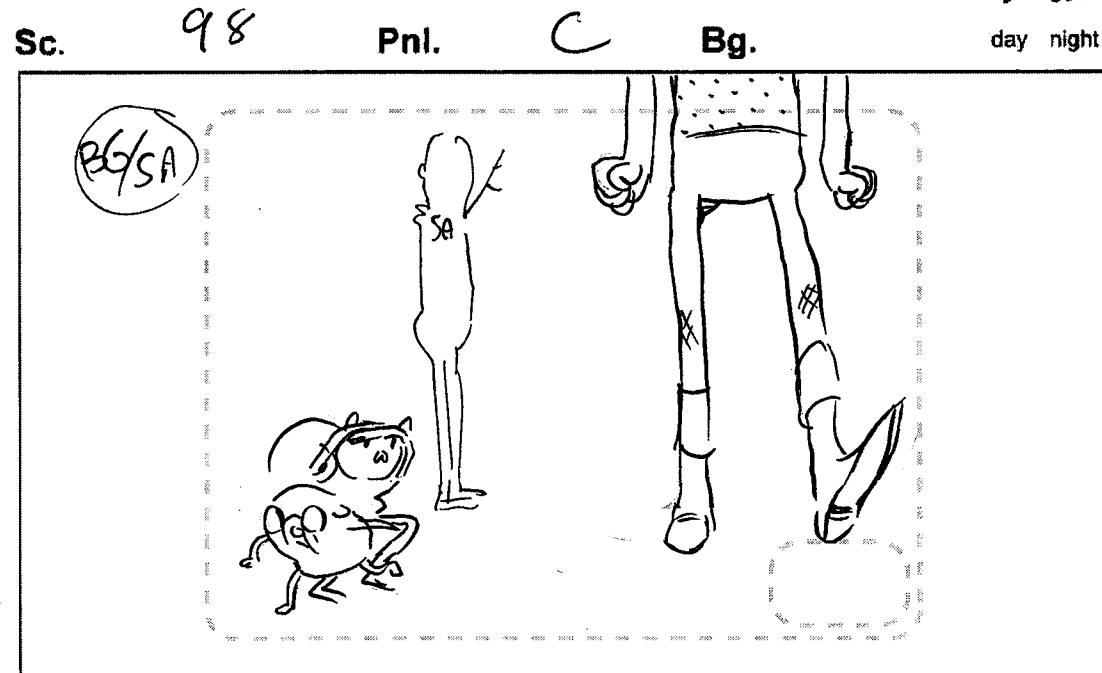
Production :

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# ADVENTURE TIME



Page 118



Dialog:

\* STOMP \*  
\* STOMP \*

\* STOMP \*

Action:

- screen shakes w/ impact.  
- Jake dives off screen

Timing:

100857

EPISODE #

47

Production :

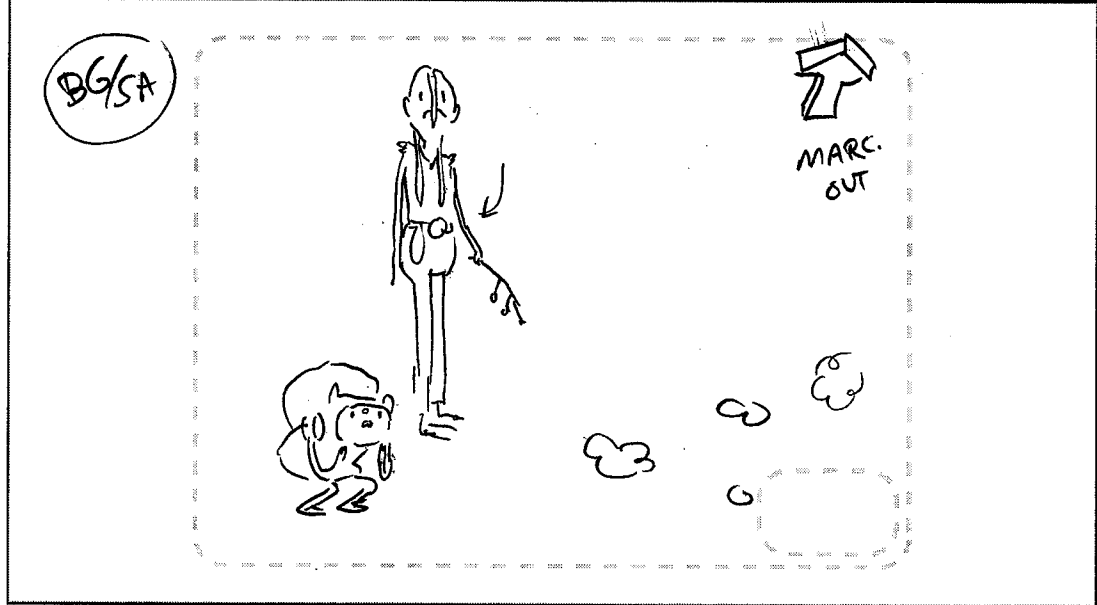
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ADVENTURE TIME



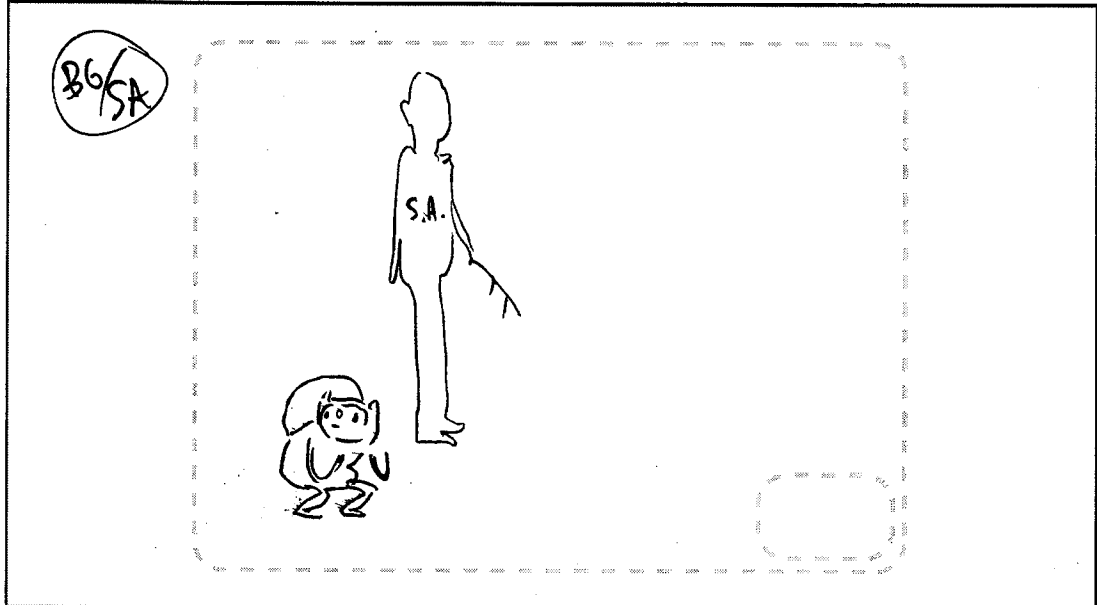
Sc. 98 Pnl. E Bg.

day night



Sc. 98 Pnl. F Bg.

day night



Dialog:

\* DOOR SLAM \*

JAKE (O.S.) This way Finn!

Action:

Timing:

100857

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(J:) ~~I found~~ check out  
this wacked out  
memory crack

Action:

Timing:

EPISODE #

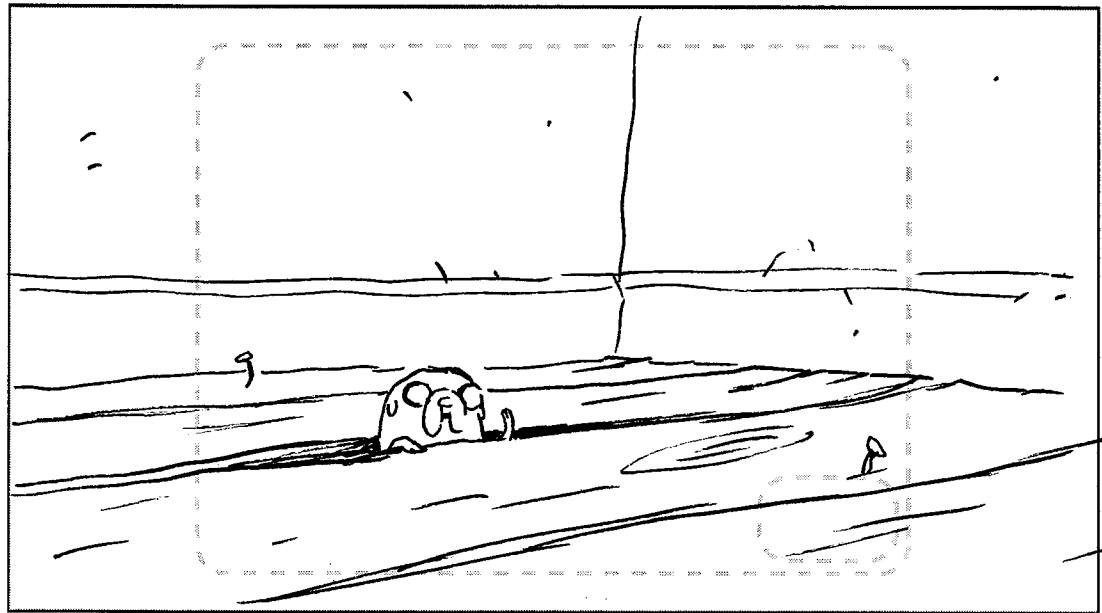
Production :

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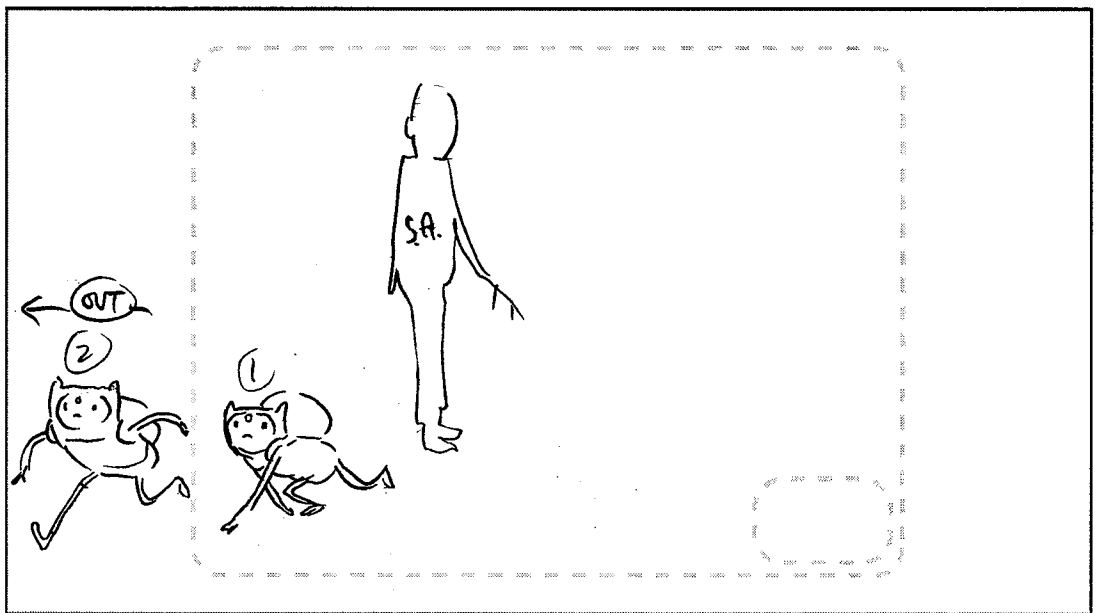
ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog: (J) it's bananae down here.

Action:

Timing:

100857

EPISODE #

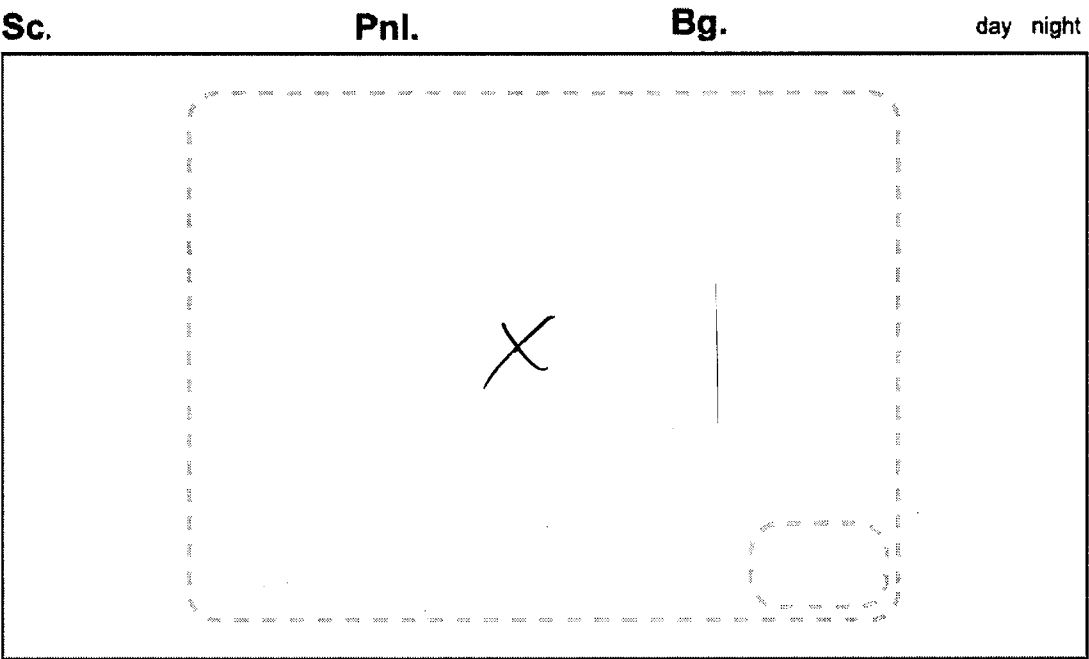
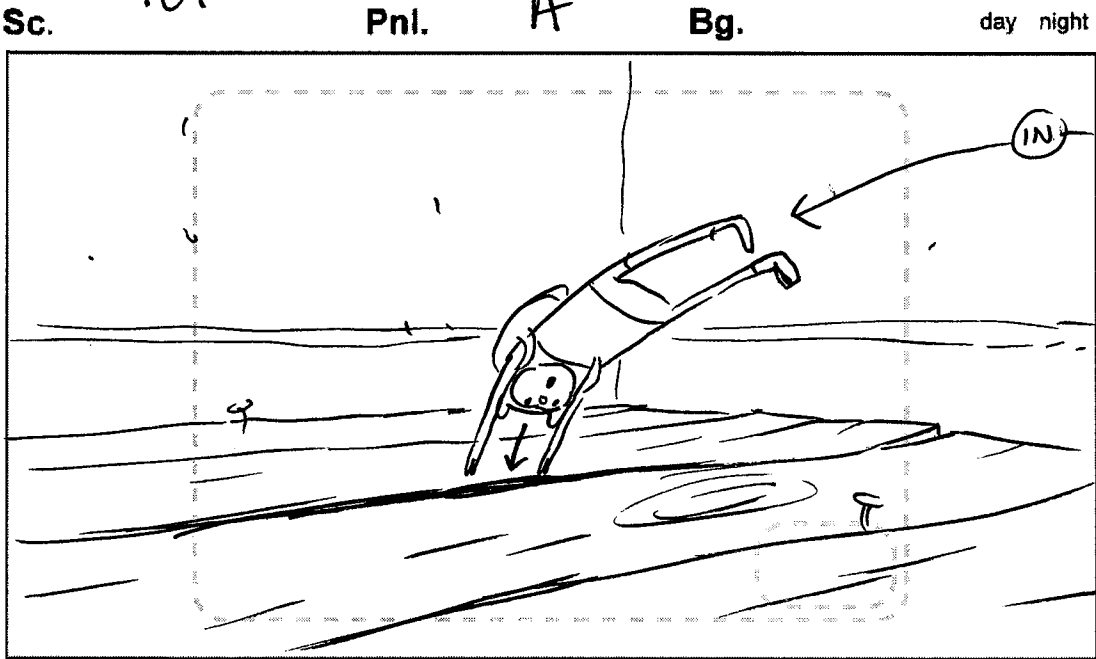
Production :

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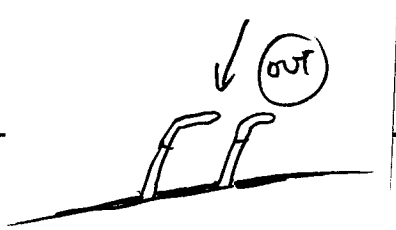
# ADVENTURE TIME



Page 121



Dialog:	
Action:	
Timing:	



100857

EPISODE #

50

Production :

F8J IN



102

A

122

100857

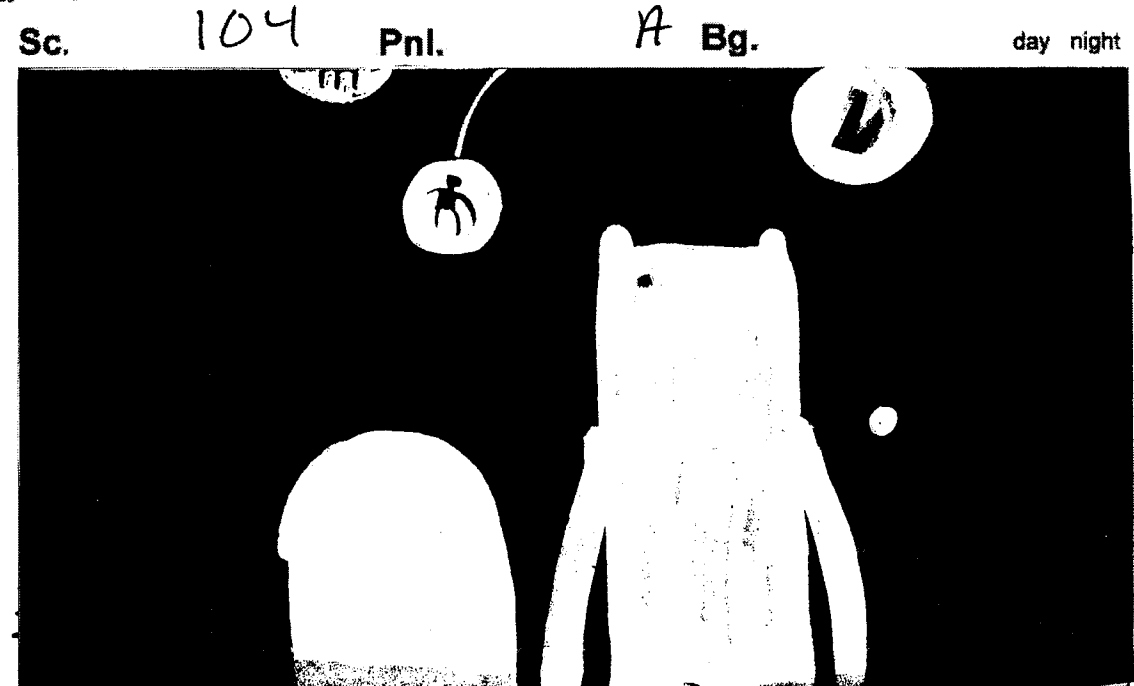
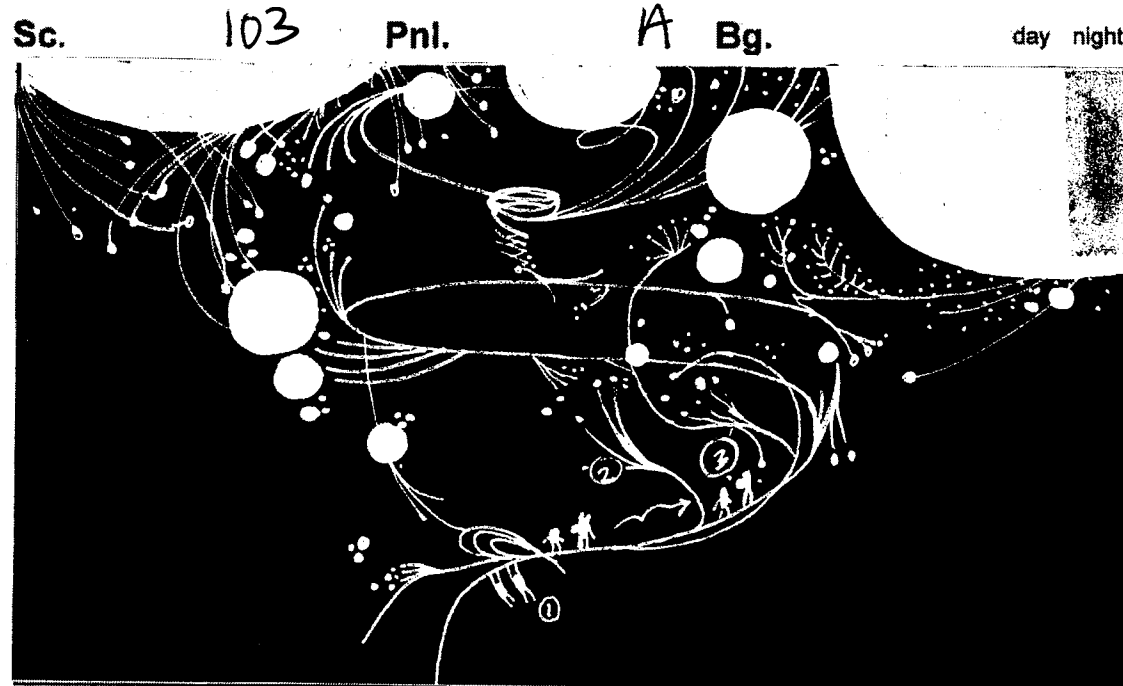
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# ADVENTURE TIME



123

Page \_\_\_\_\_



Dialog:	(F) (2) The core!	(J) all these orbs must be her memories!
Action:	F&J climb up to stand on a strand.	
Timing:		

100857

EPISODE #

Production :



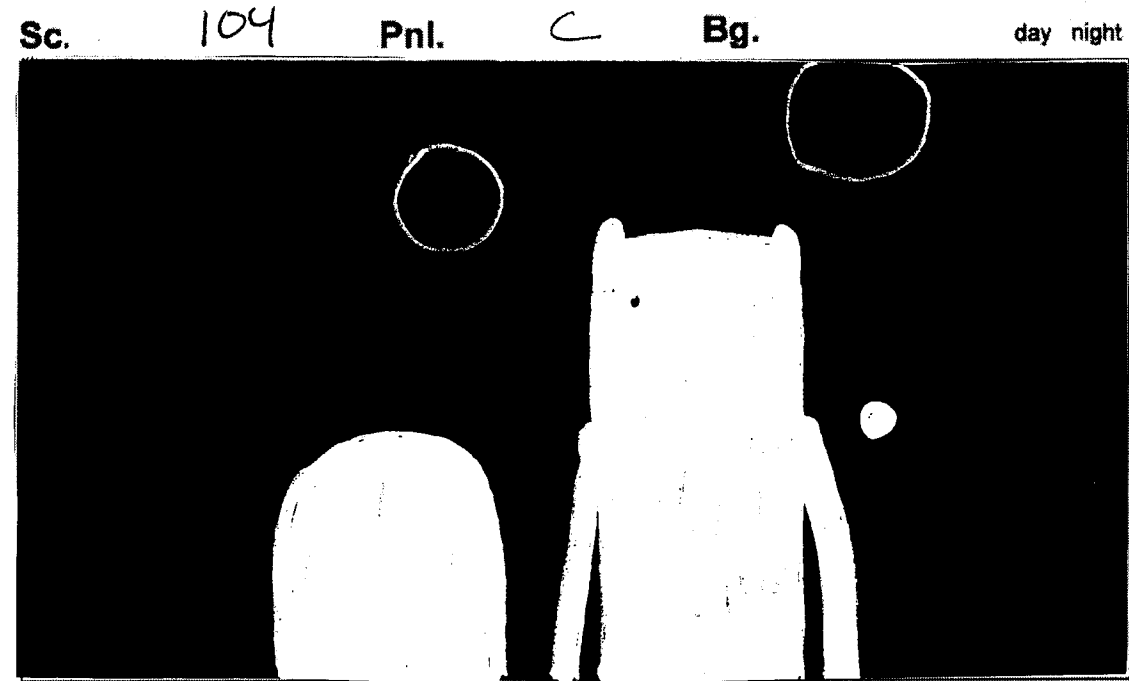
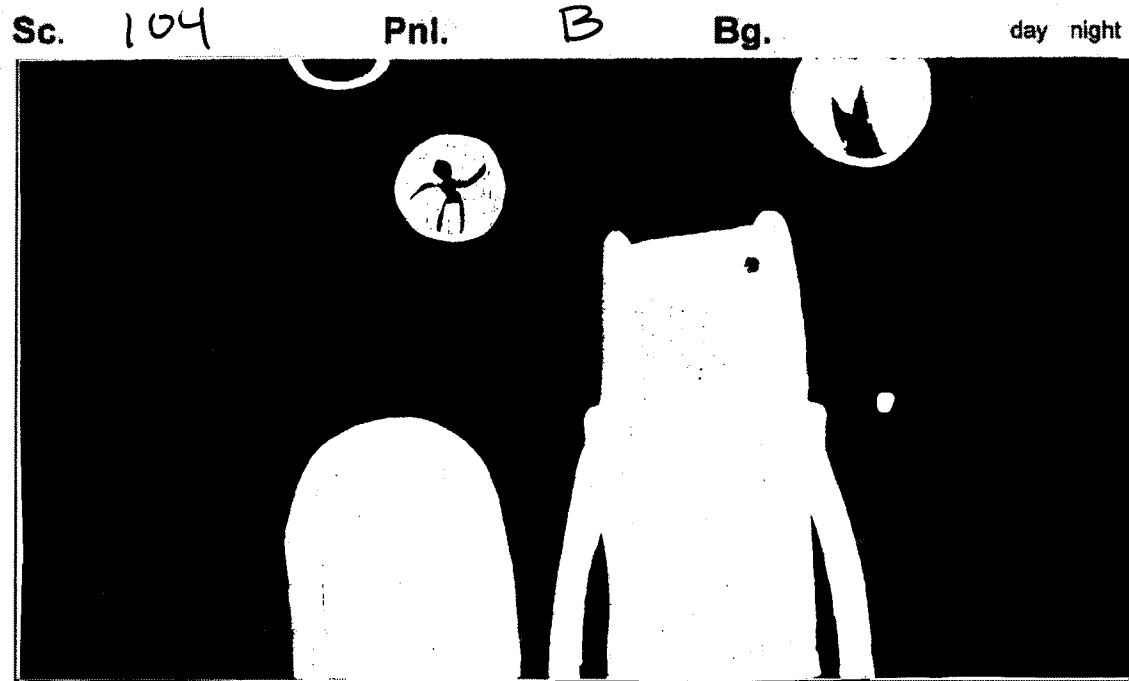
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# ADVENTURE TIME



124

Page \_\_\_\_\_



Dialog:	Ⓕ how are we supposed to know which one to grab? Ⓖ Play hot cold with your forehead.
Action:	
Timing:	

EPISODE # 100857  
Production :

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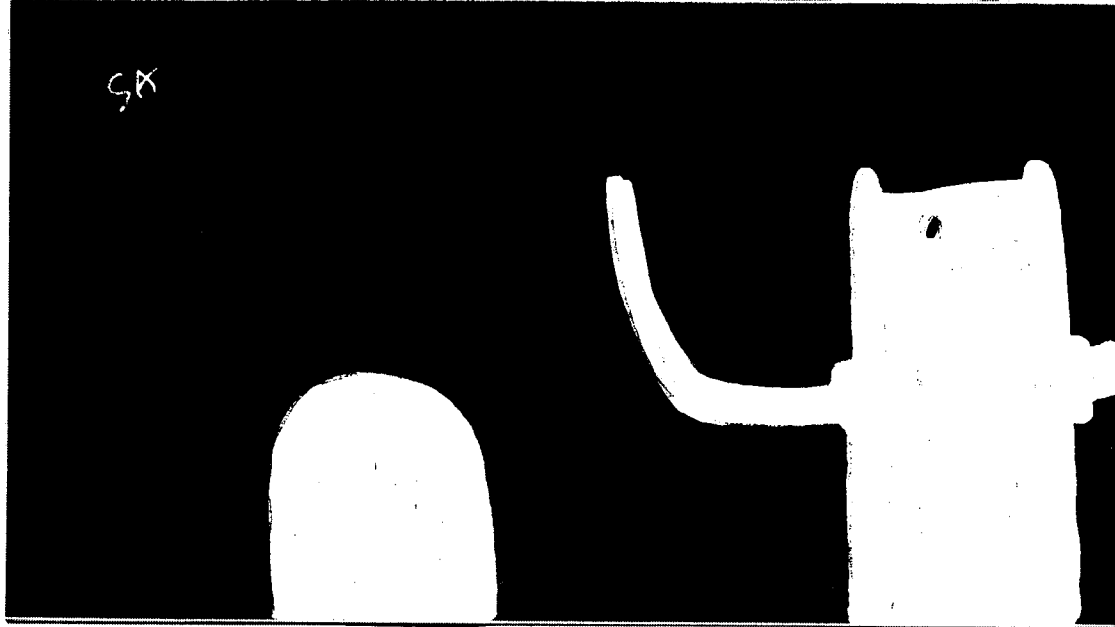
# ADVENTURE TIME



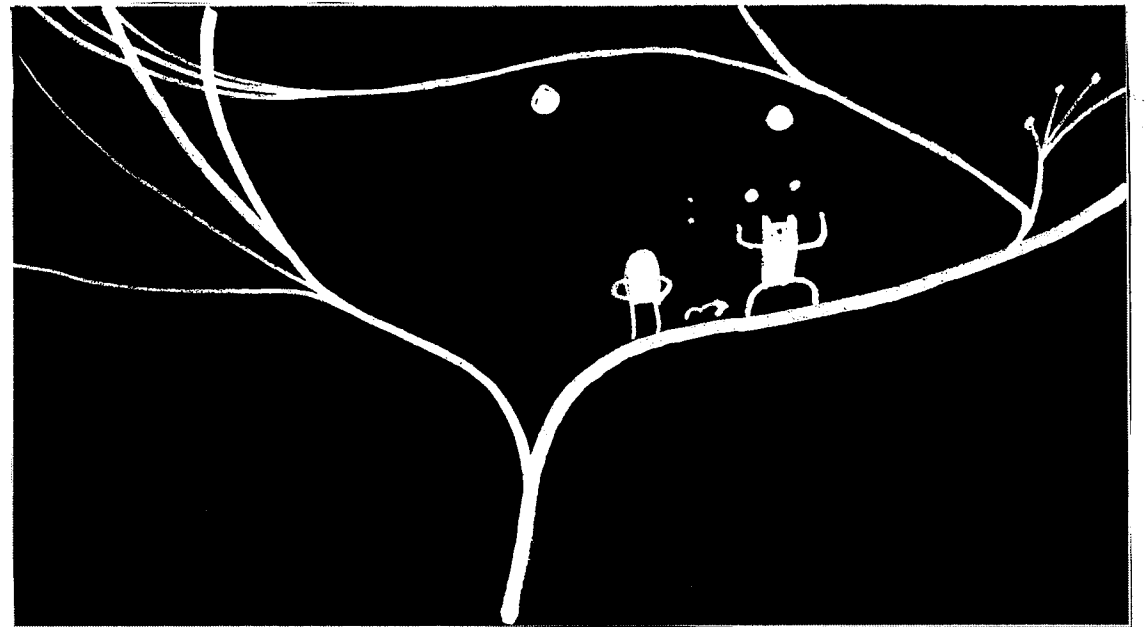
125

Page \_\_\_\_\_

Sc. 104 Pnl. D Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog:	(F) Oke...	(F) .... hot? or cold?
Action:	F crabwalks away from Jake. light on his forehead dims.	
Timing:		

100857

EPISODE #

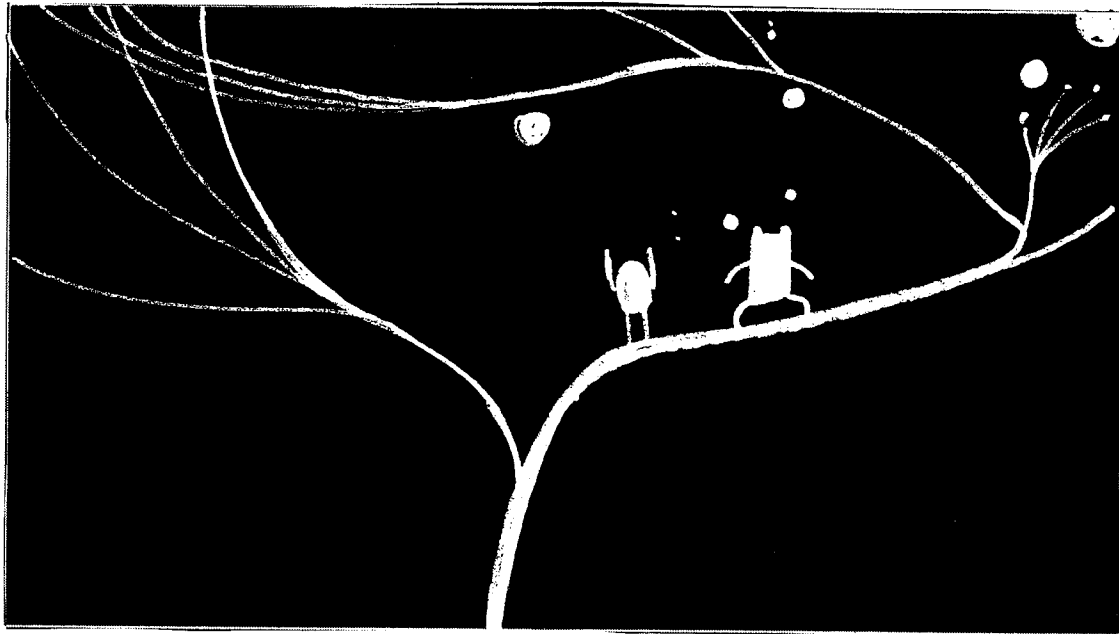
Production :

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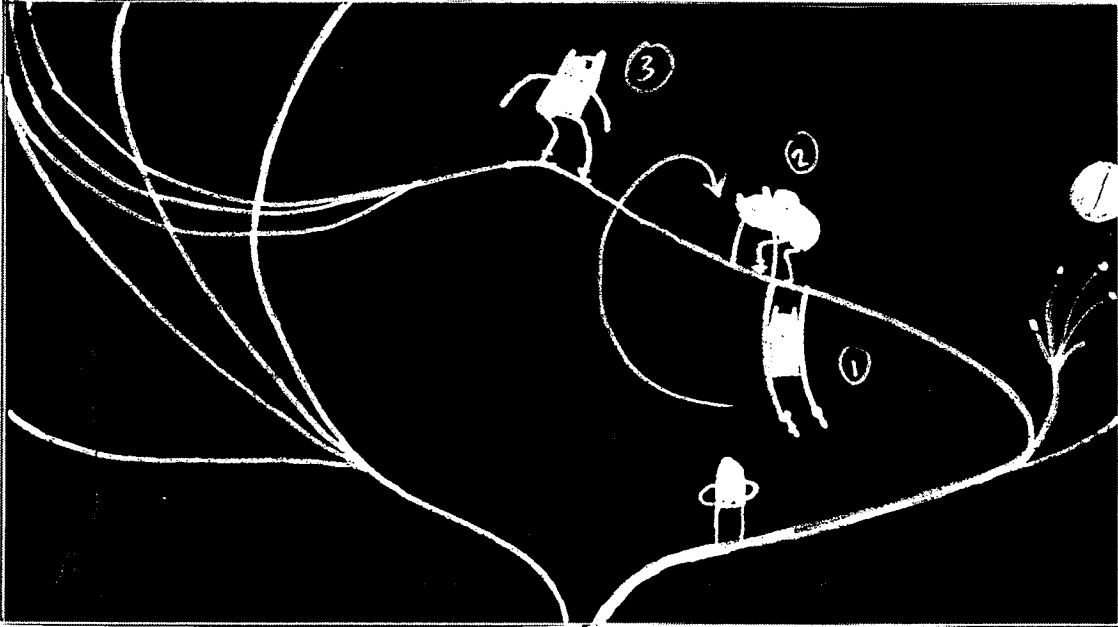
ADVENTURE TIME



Sc. 105 Pnl. B Bg. day night



Sc. 105 Pnl. C Bg. day night



Dialog:	(J) cold!. definitely COLD!	(J) (3) WARMER!
Action:	Light on Finn's head glows bright FR	
Timing:		

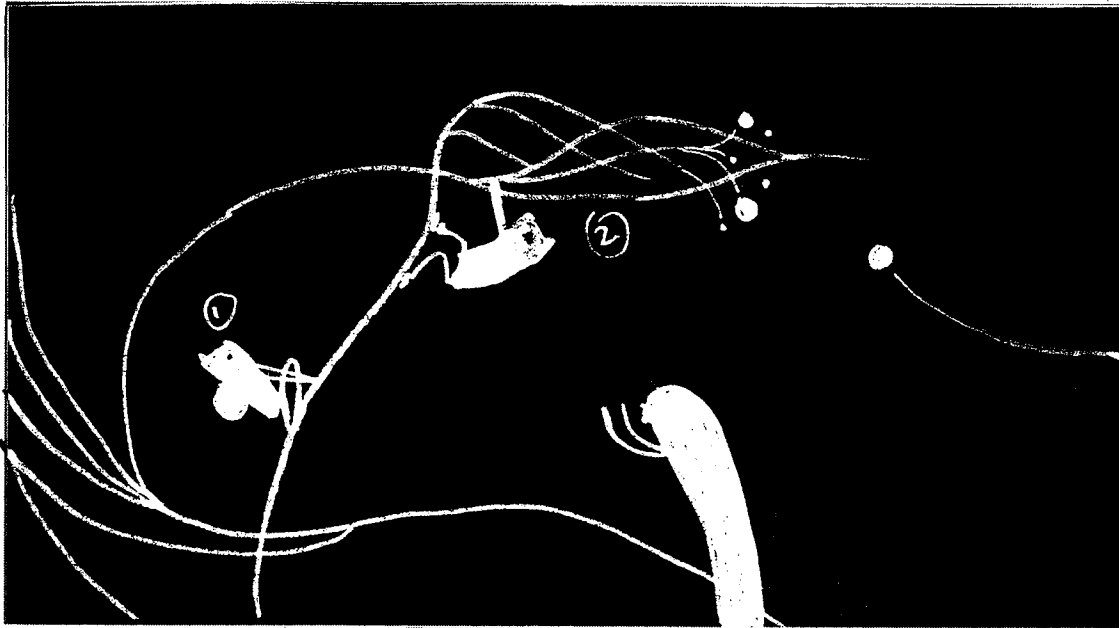
100857  
EPISODE #  
Production :

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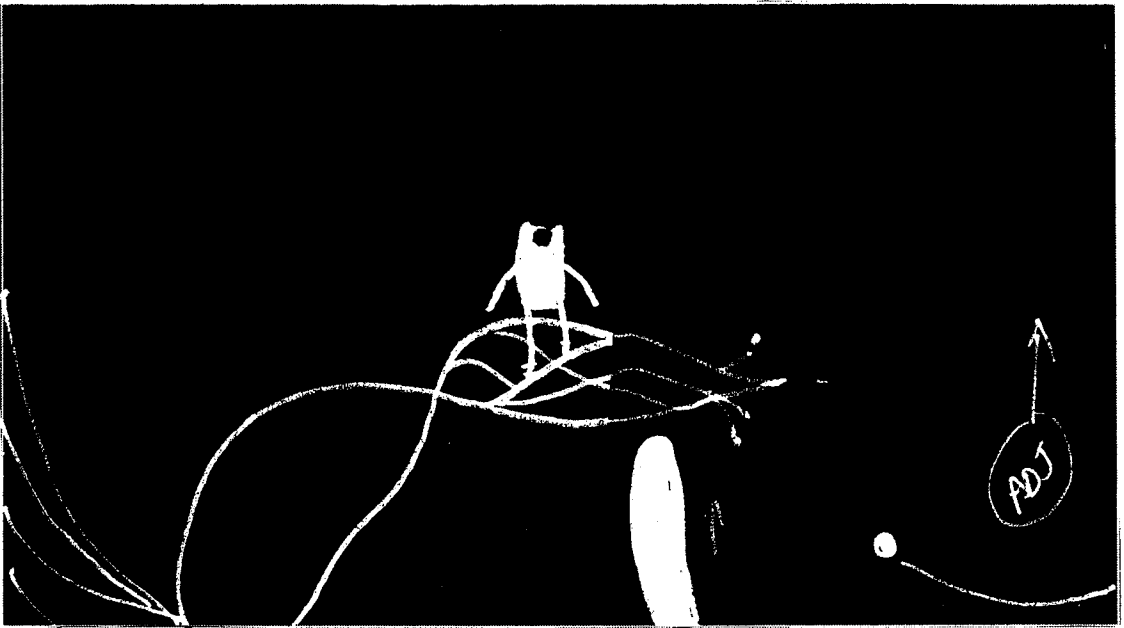
ADVENTURE TIME



Sc. 105 Pnl. D Bg. day night



Sc. 105 Pnl. E Bg. day night



Dialog:	① WARMER! WARMER!
Action:	
Timing:	

EPISODE # 100857  
Production :

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# ADVENTURE TIME



Page 129

Sc. 106

Pnl. A

Bg.

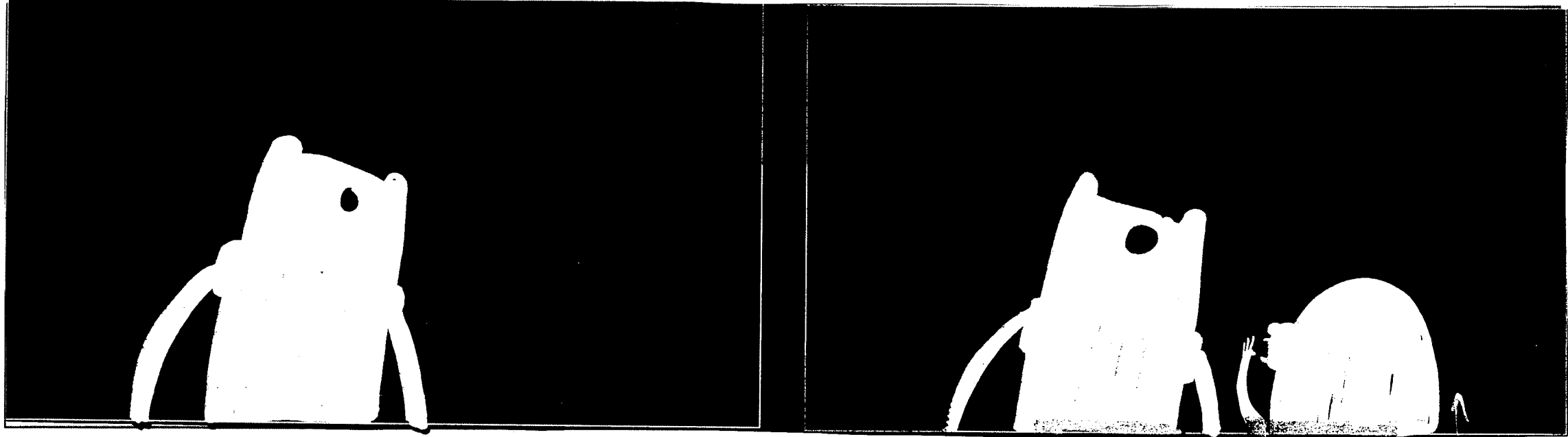
day night

Sc. 106

Pnl. B

Bg.

day night



Dialog:

① hO T T T !!

Action:

Timing:

100857

EPISODE #

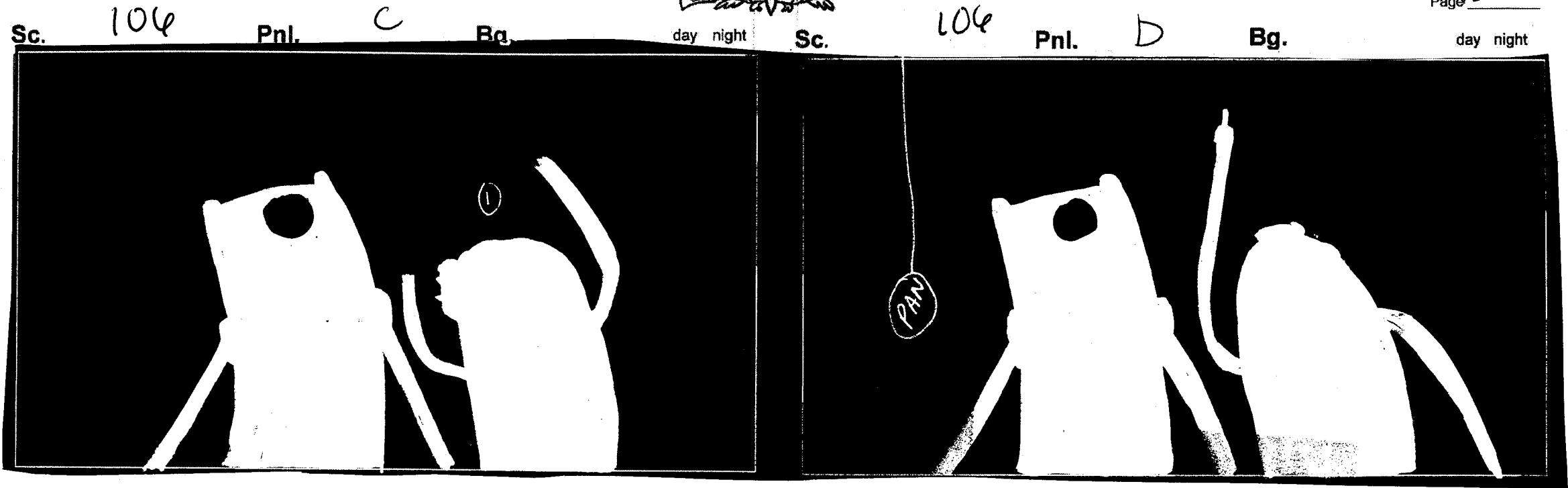
Production :

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# ADVENTURE TIME



Page 129  
~~120~~



Dialog:	① hot ① hot ② hot ! ①	① that must be the one!
Action:	②	
Timing:		

EPISODE # 100857

Production :

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# ADVENTURE TIME



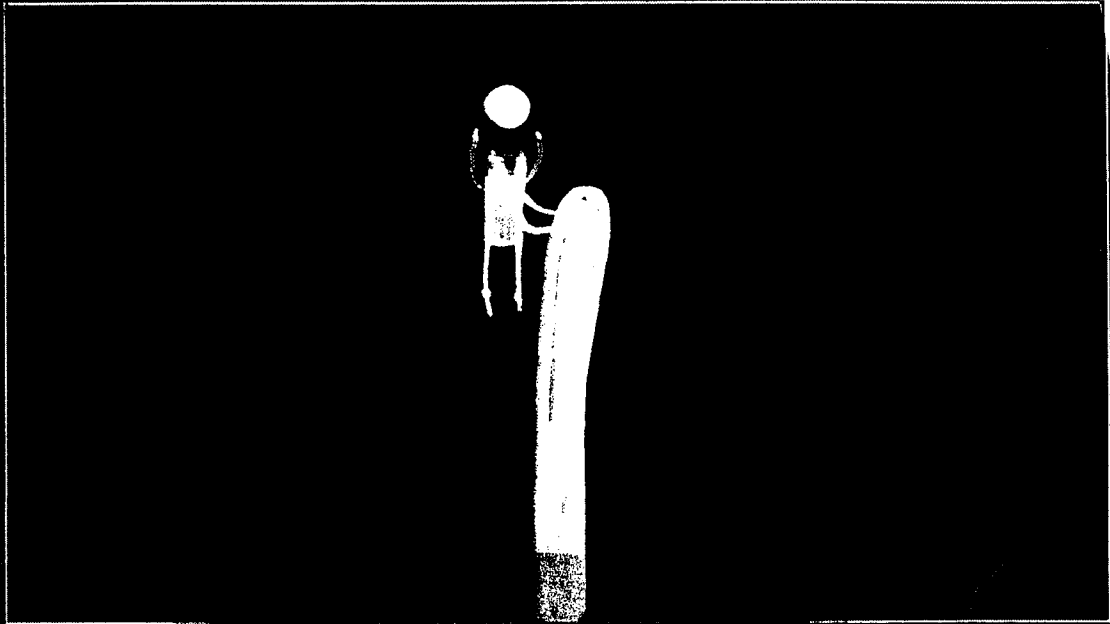
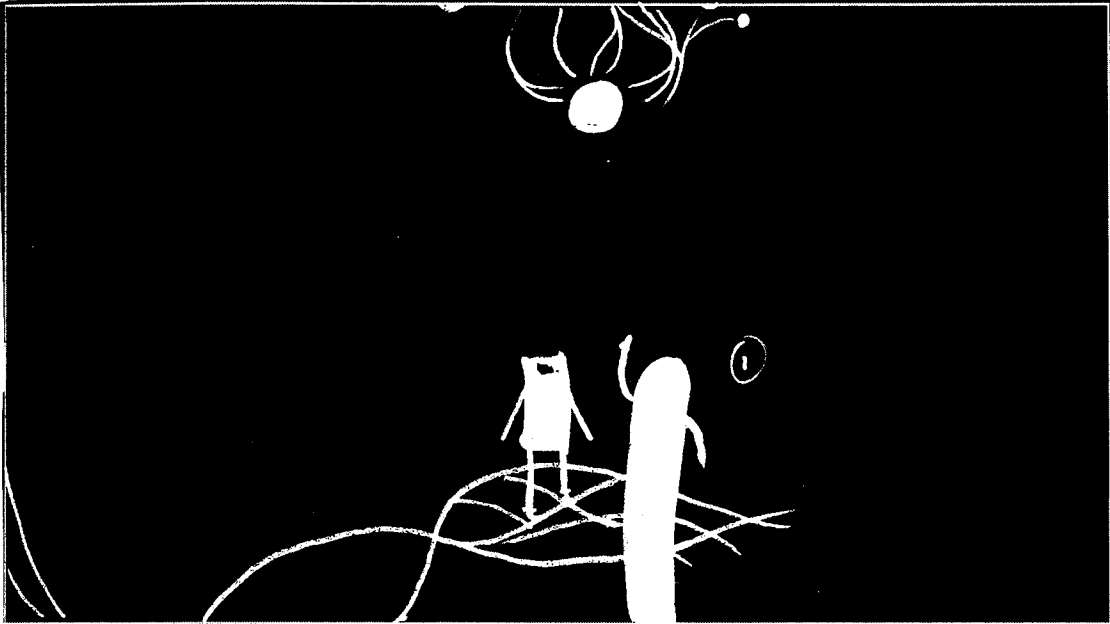
Page 30

Sc. 107 Pnl. A Bg.

day night

Sc. 107 Pnl. B Bg.

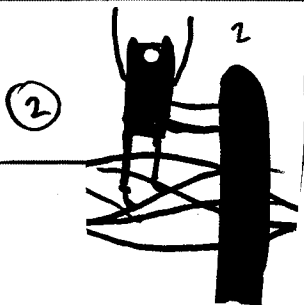
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

100857

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# ADVENTURE TIME



Page 131

Sc. 108

Pnl. A

Bg.

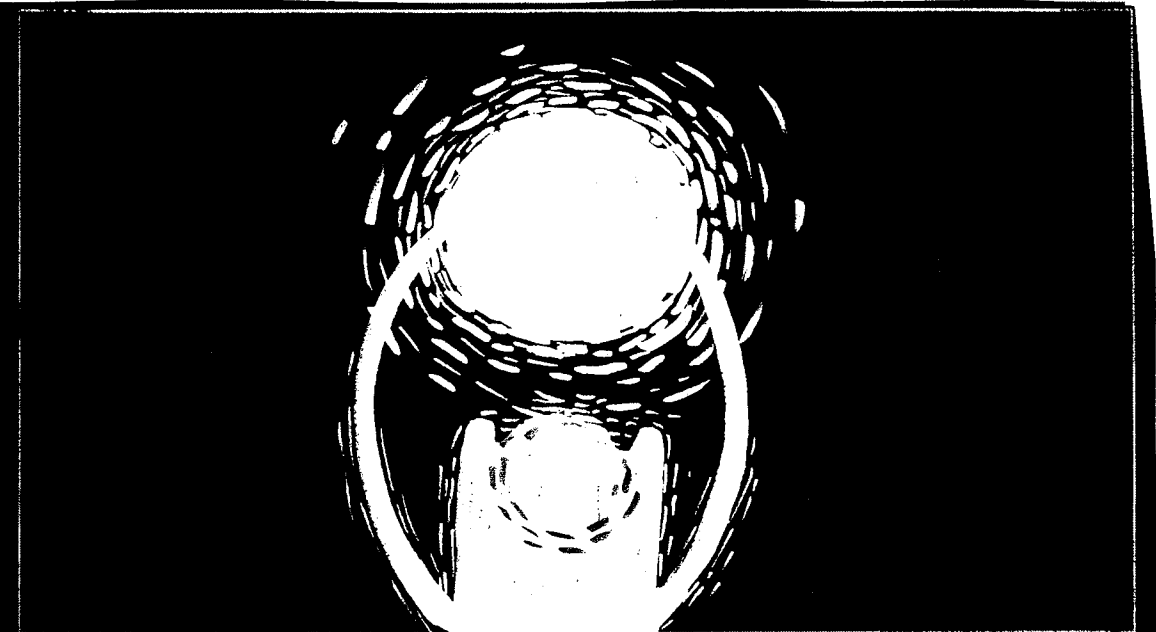
day night

Sc. 108

Pnl. B

Bg.

day night



Dialog:

Find  
in

Action:

Timing:

EPISODE #

Production :

100857



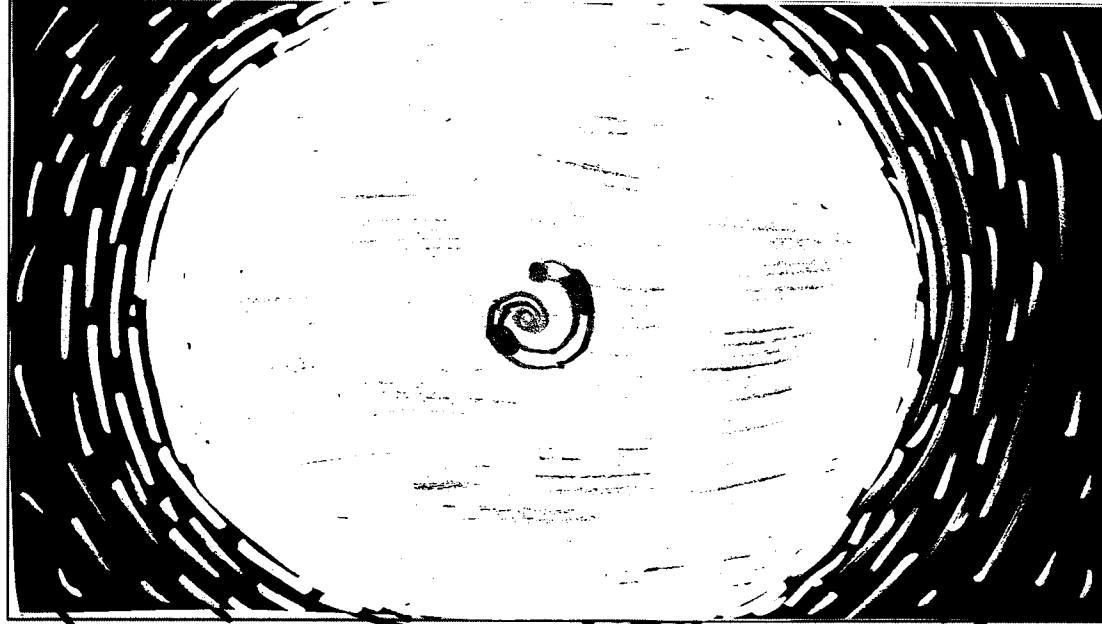
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# ADVENTURE TIME

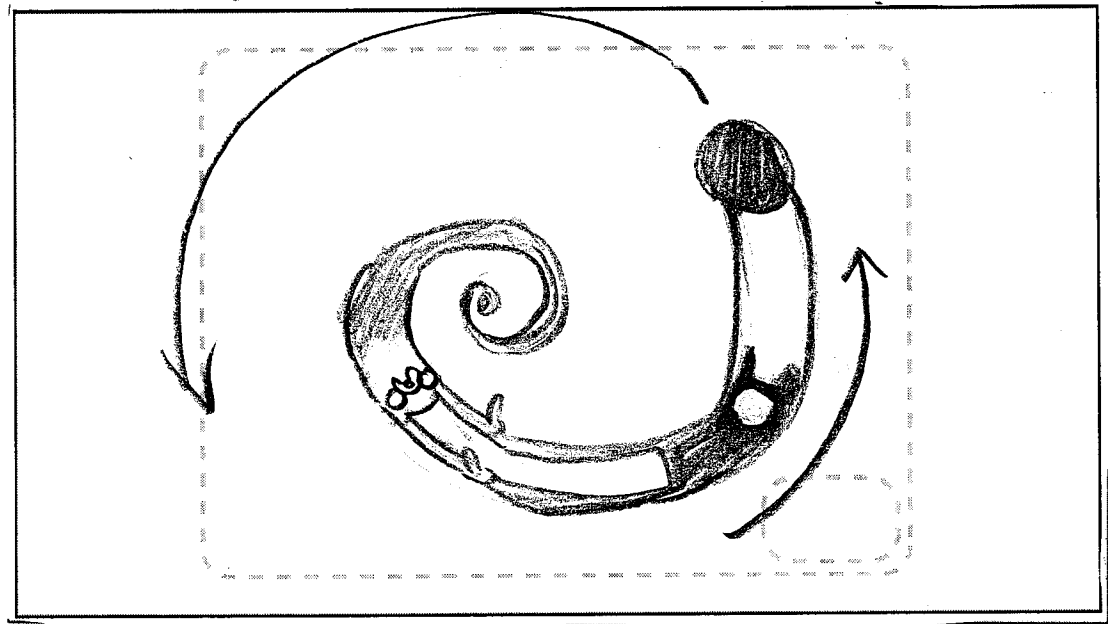


Page 132

Sc. 109 Pnl. A Bg. day night



Sc. 109 Pnl. B Bg. day night



Dialog:
Action:
Timing:

f&J spiral outward

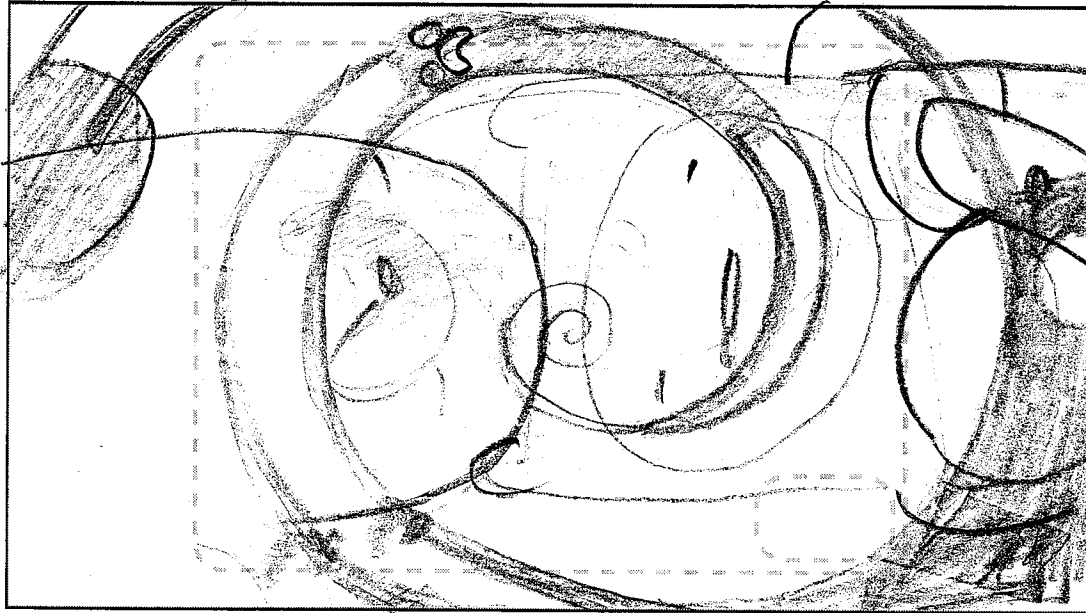
EPISODE #  
100857  
Production :

# ADVENTURE TIME

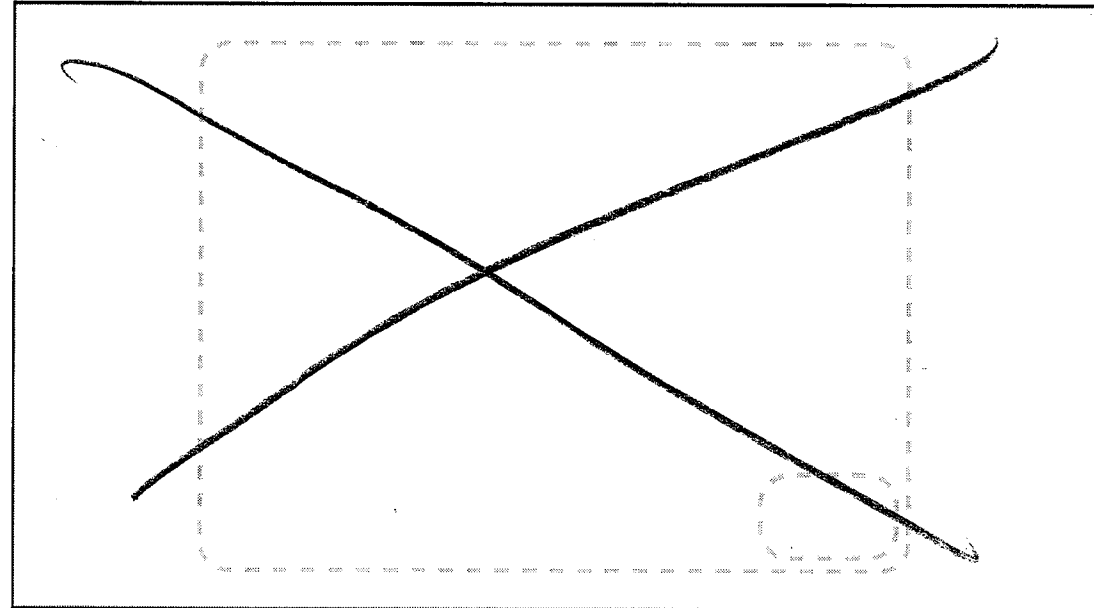


Page 132A

Sc. 109 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

cross fade f & j spiral over f & j sleeping

Timing:

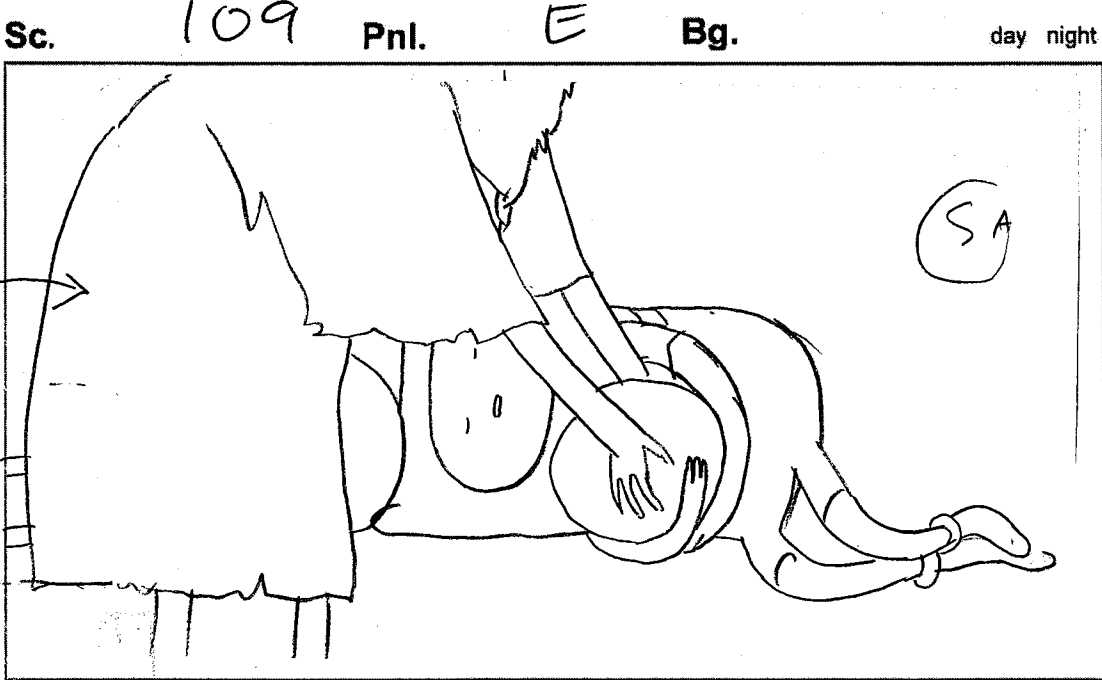
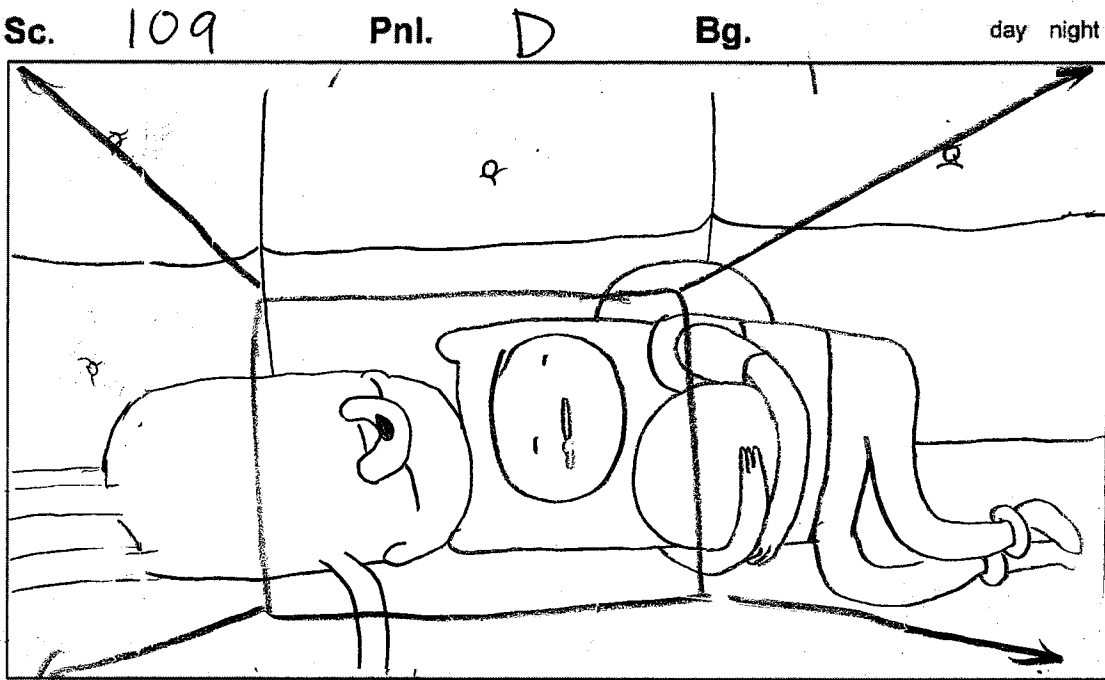
EPISODE #

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ADVENTURE TIME



Dialog:

Action:

Timing:

100857

EPISODE #

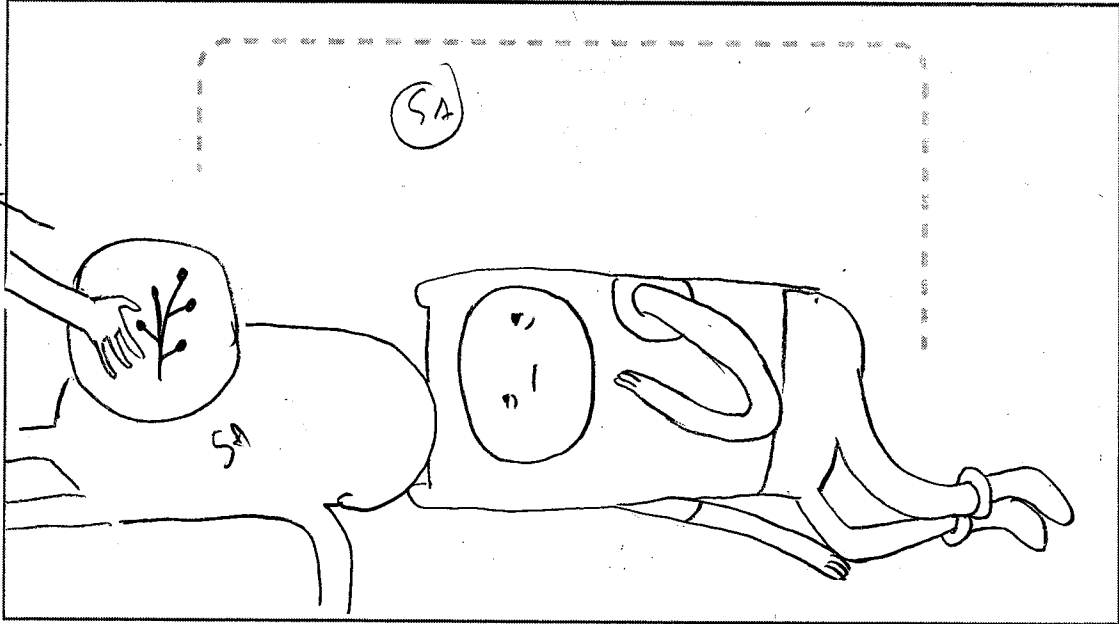
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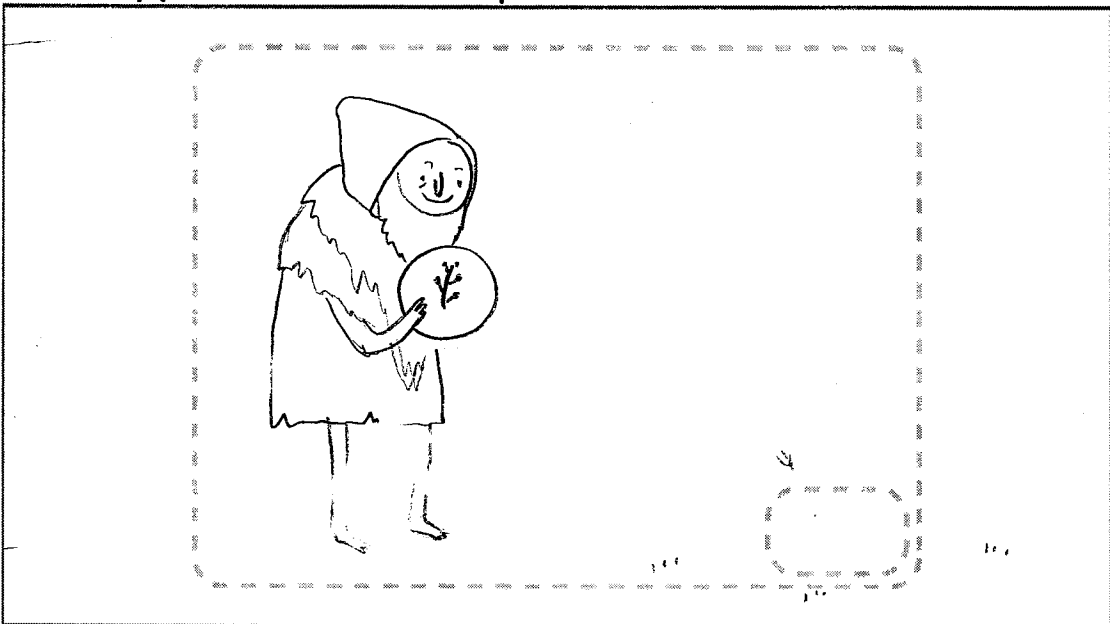
ADVENTURE TIME



Sc. 109 Pnl. F Bg. day night



Sc. 110 Pnl. A Bg. day night

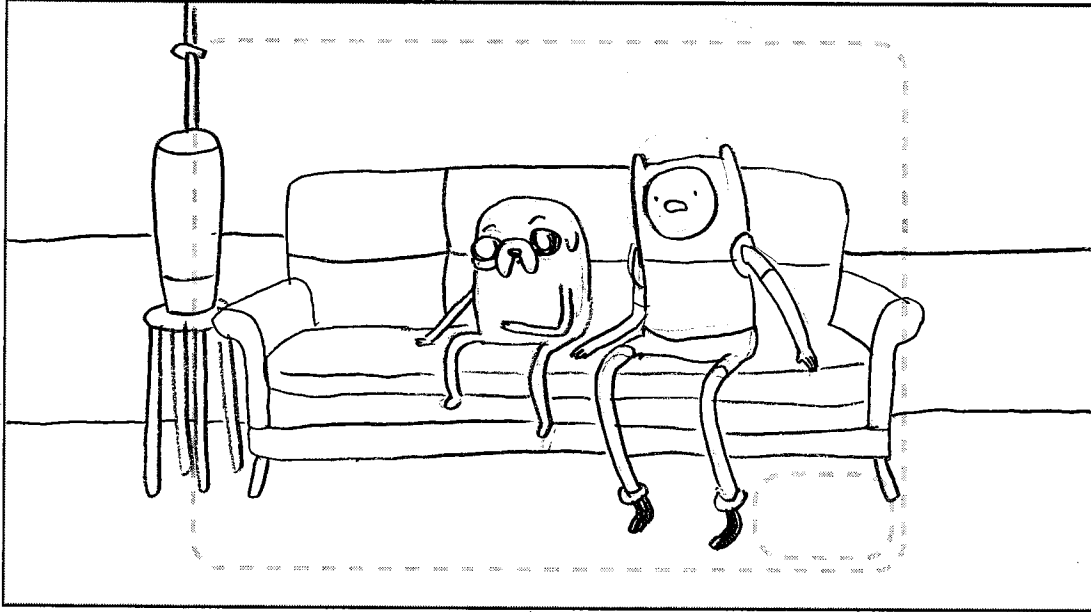


Dialog:	(F) hmmm?
Action:	
Timing:	

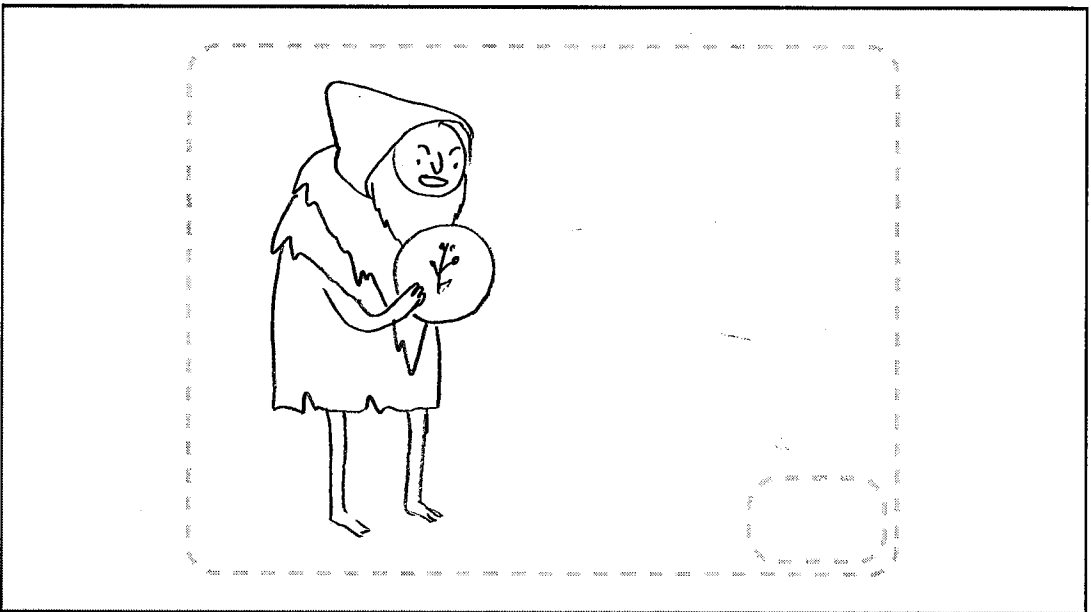
ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 112 Pnl. A Bg. day night



Dialog: (F) hey! you have Arms!

(W) that's right genius!

Action:

Timing:

EPISODE #

100857

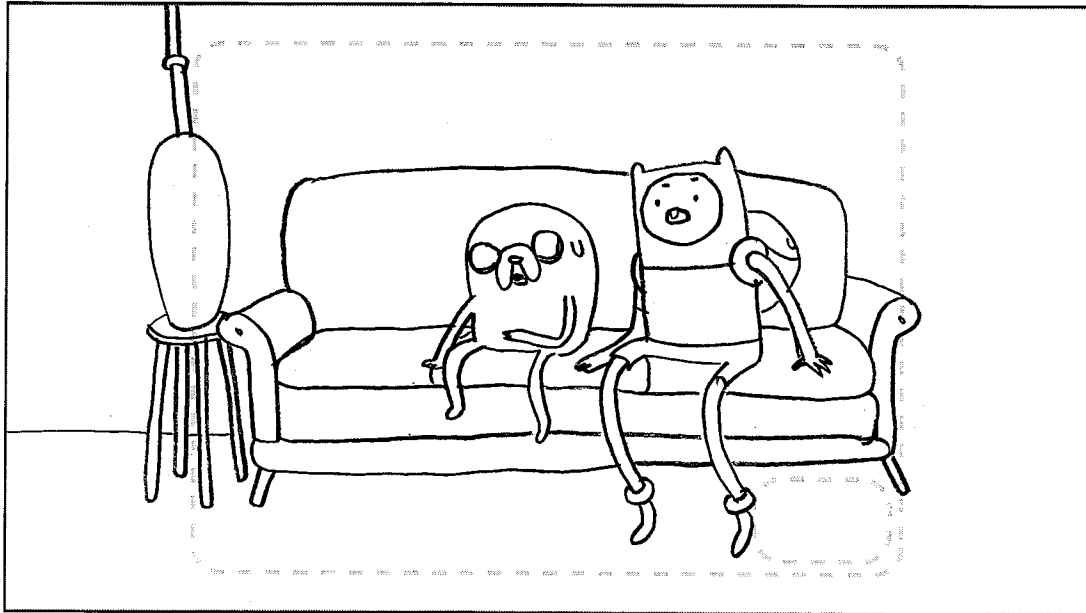
Production :

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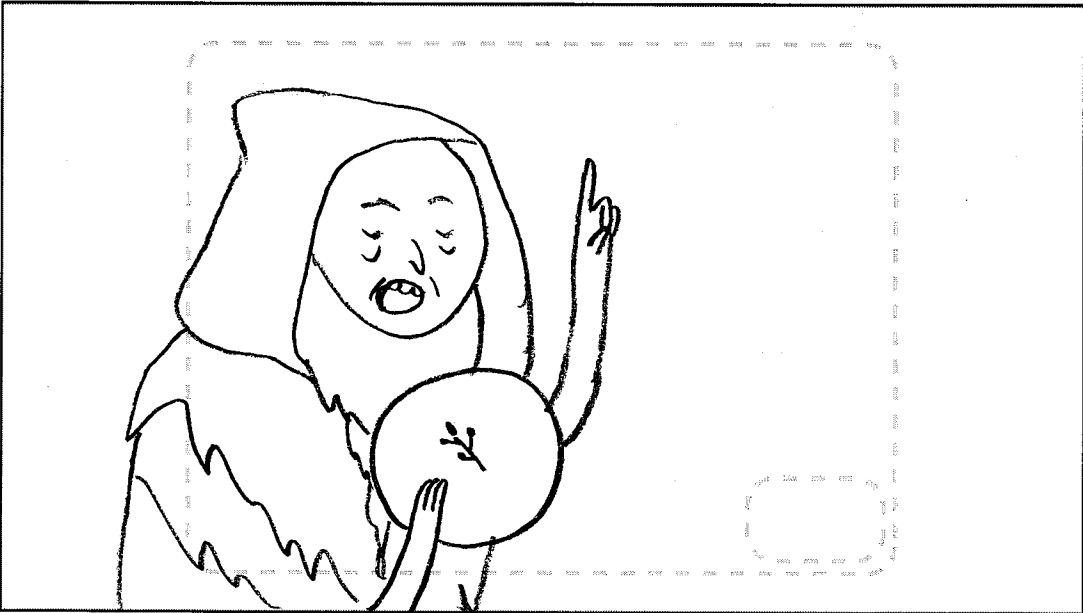
ADVENTURE TIME



Sc. 113 Pnl. A Bg. day night



Sc. 114 Pnl. A Bg. day night

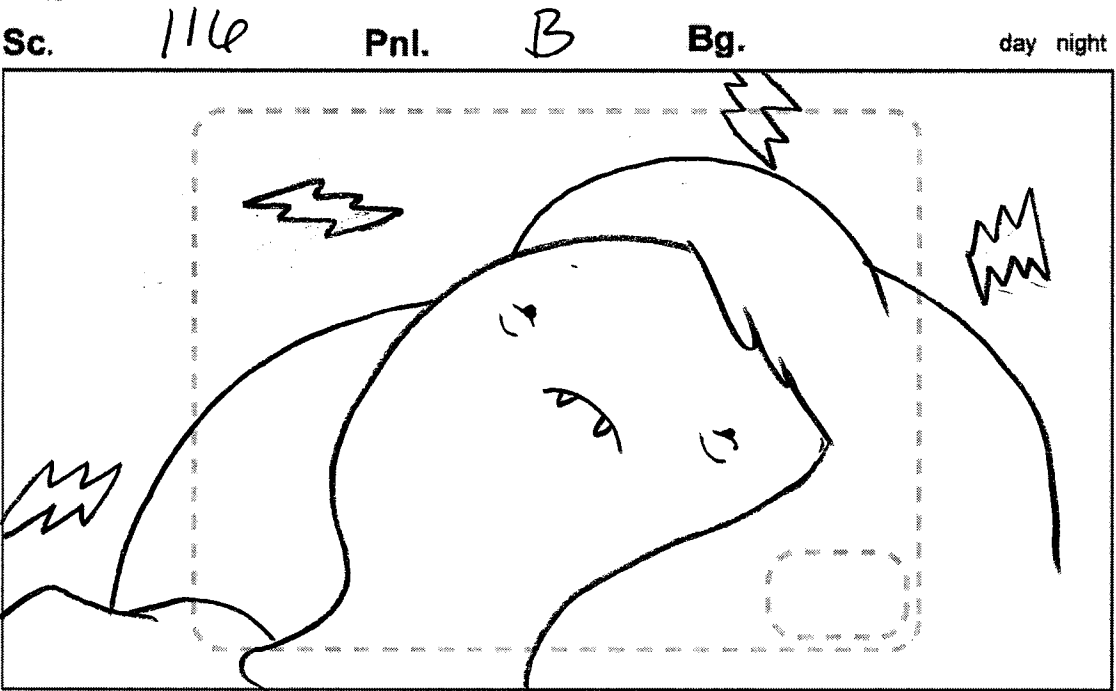
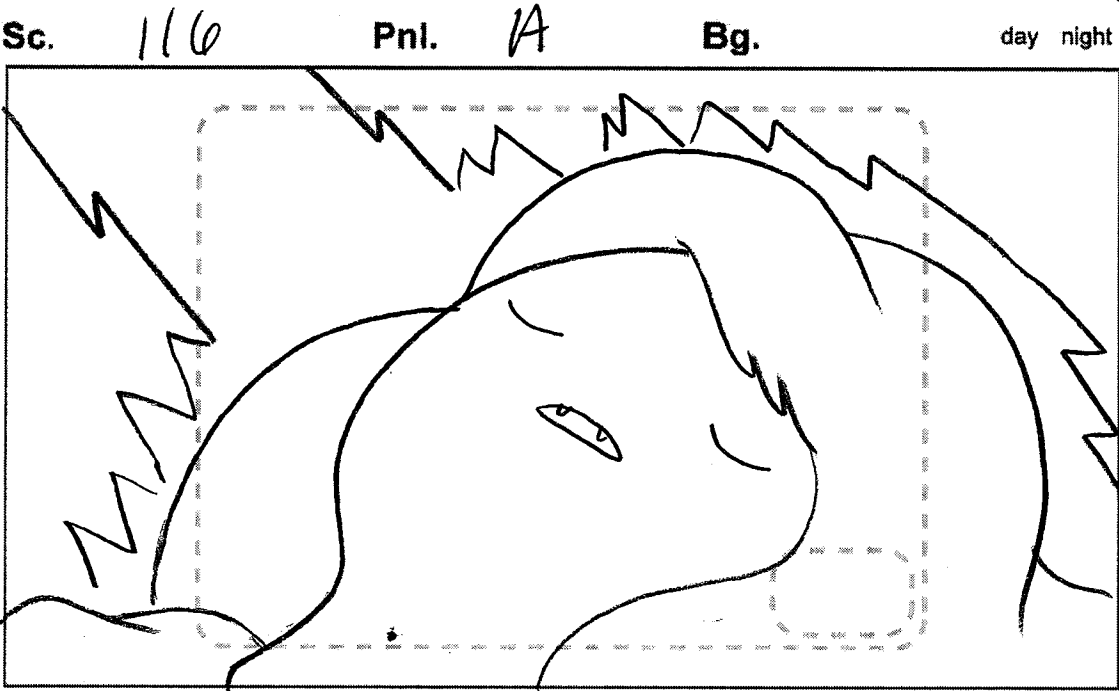


Dialog:	(J) hehhh? (F) You lied to us!	(W) the important thing is
Action:		
Timing:		

EPISODE # 100857  
Production :



ADVENTURE TIME



Dialog:
(cont) .. zzzap! :)
Action:
Timing:

EPISODE # 100857

Production :

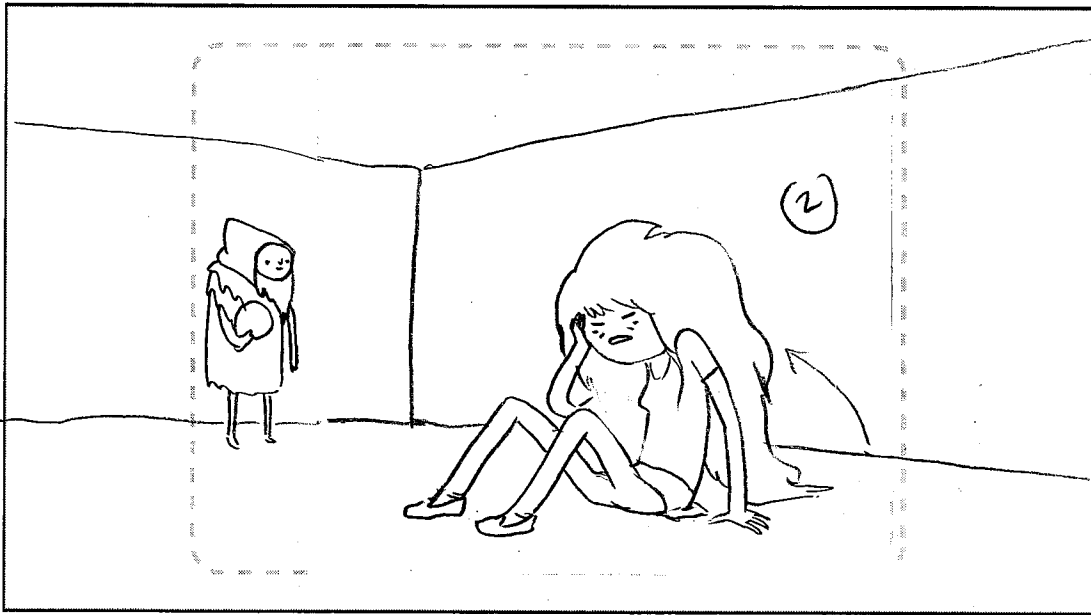


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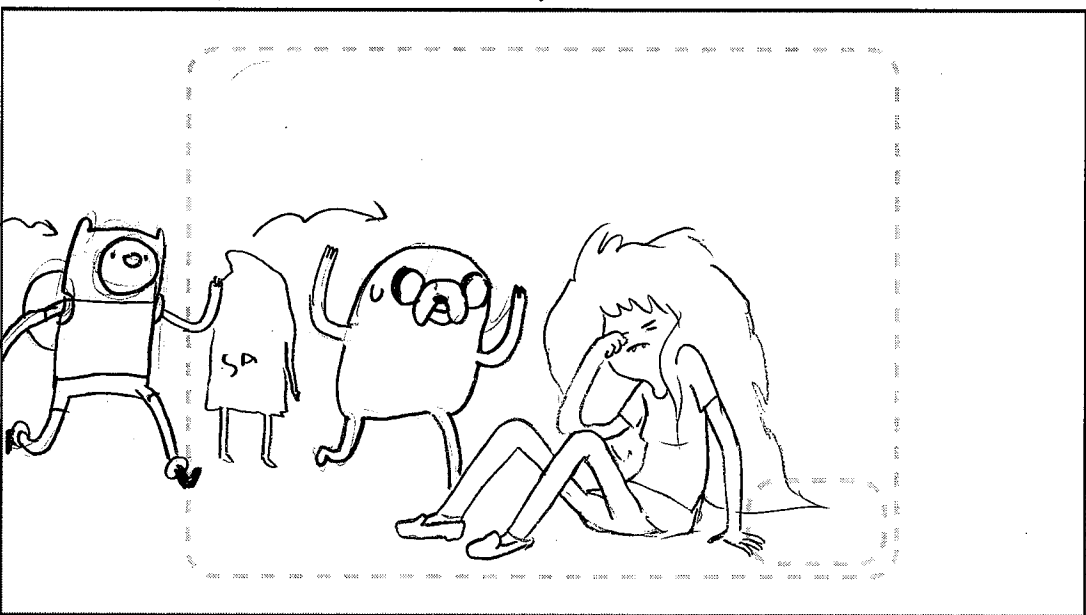
ADVENTURE TIME




Sc. 117 Pnl. A Bg. day night



Sc. 117 Pnl. B Bg. day night



Dialog: (F&J) Marcy Marcy!

Action: 

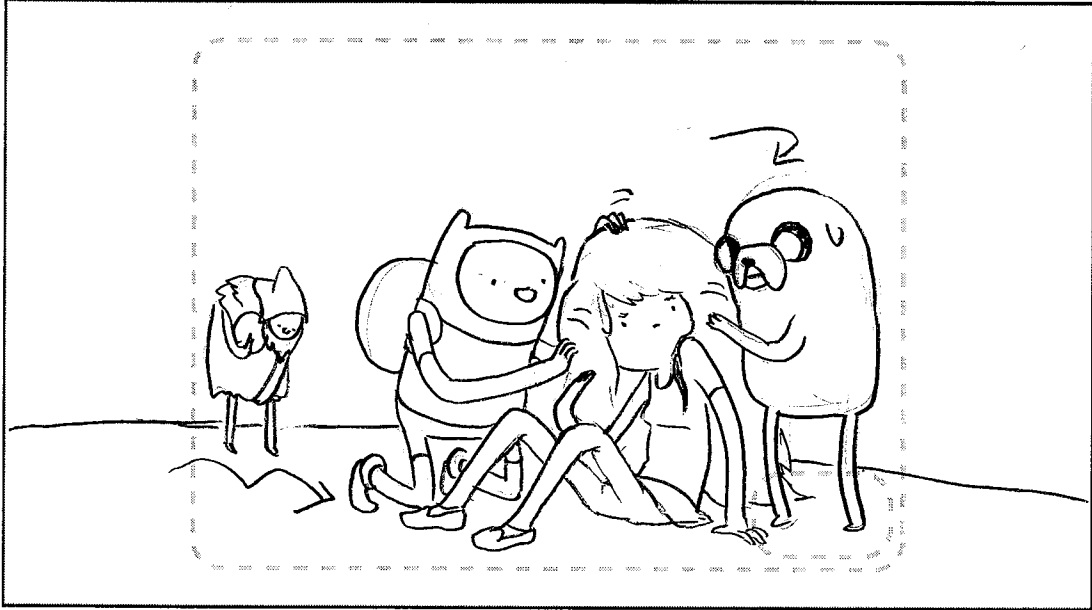
Timing:

EPISODE # 100857  
Production :

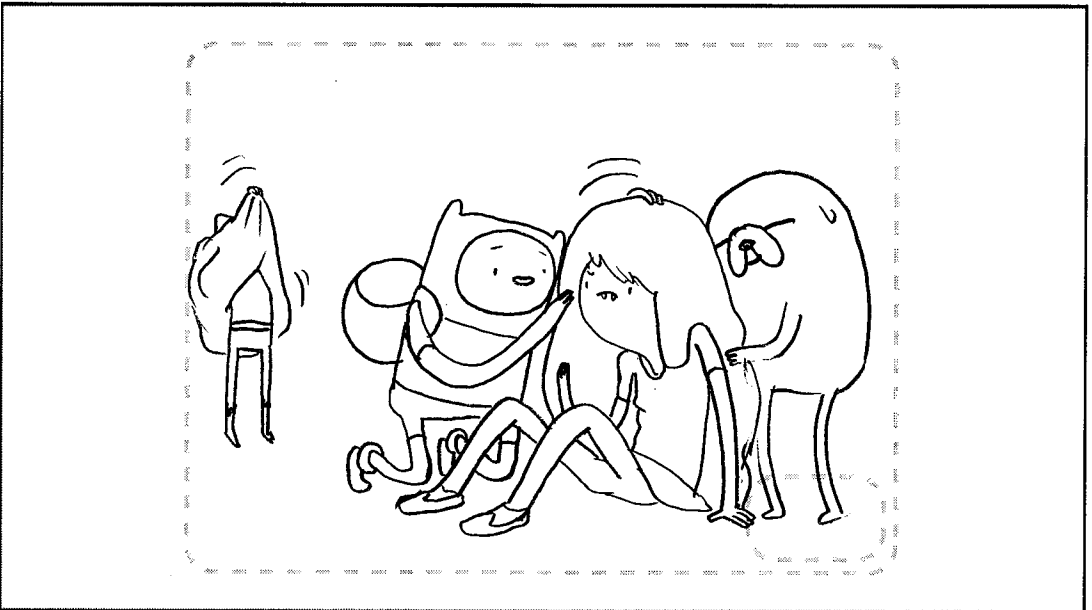
ADVENTURE TIME



Sc. 117 Pnl. C Bg. day night



Sc. 117 Pnl. D Bg. day night



Dialog:	① Oh, aw ② heey...!	① mmm !
Action:		
Timing:		

EPISODE # 100857

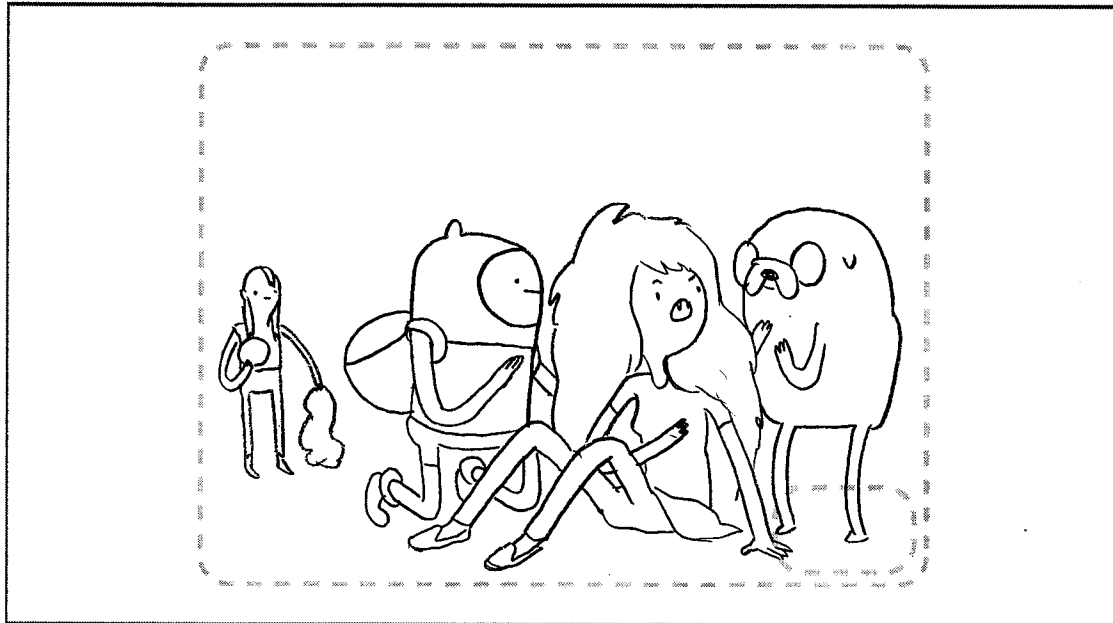
Production :

# ADVENTURE TIME

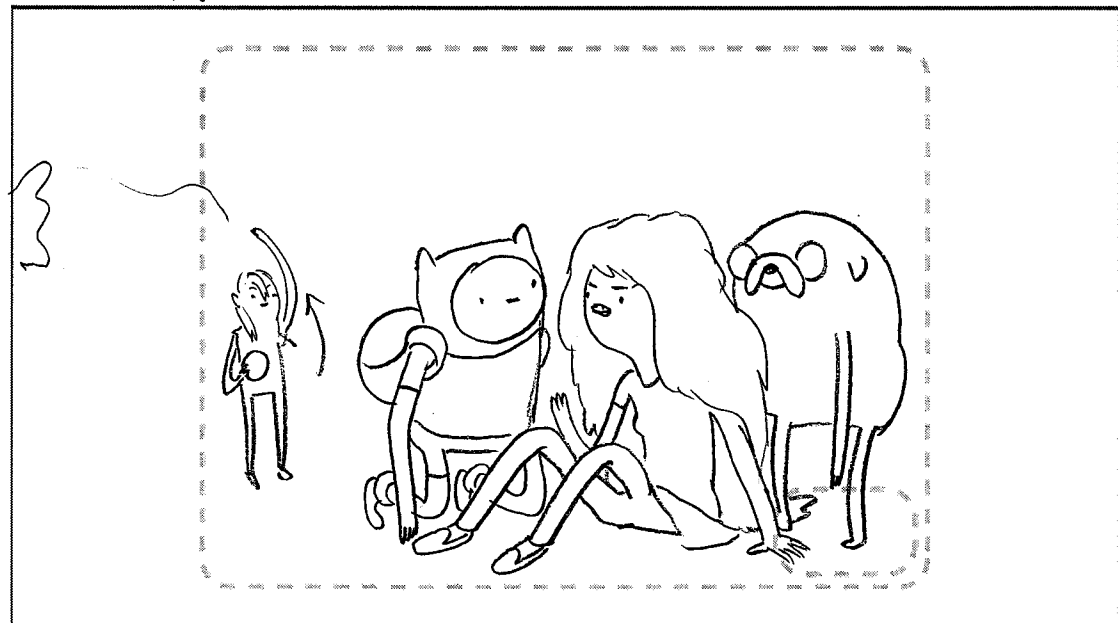


Page 141

Sc. 117 Pnl. E Bg. day night



Sc. 117 Pnl. F Bg. day night



Dialog: (M) Quit touching my hair?

(M) what is up with you guys?

Action:

Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



Sc.

117

Pnl.

G

Bg.

day night

Sc.

117

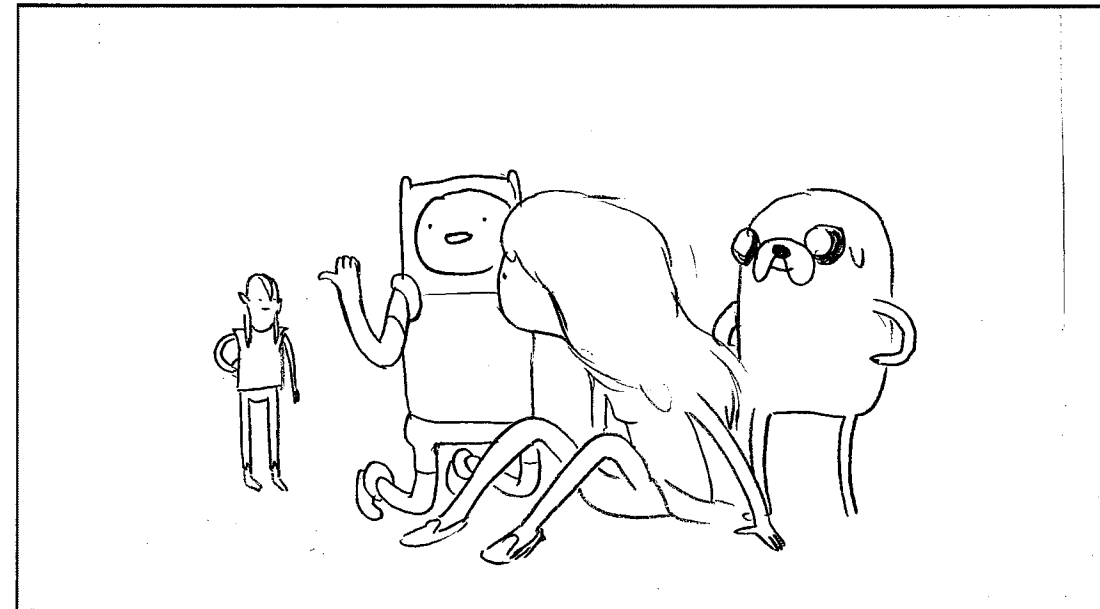
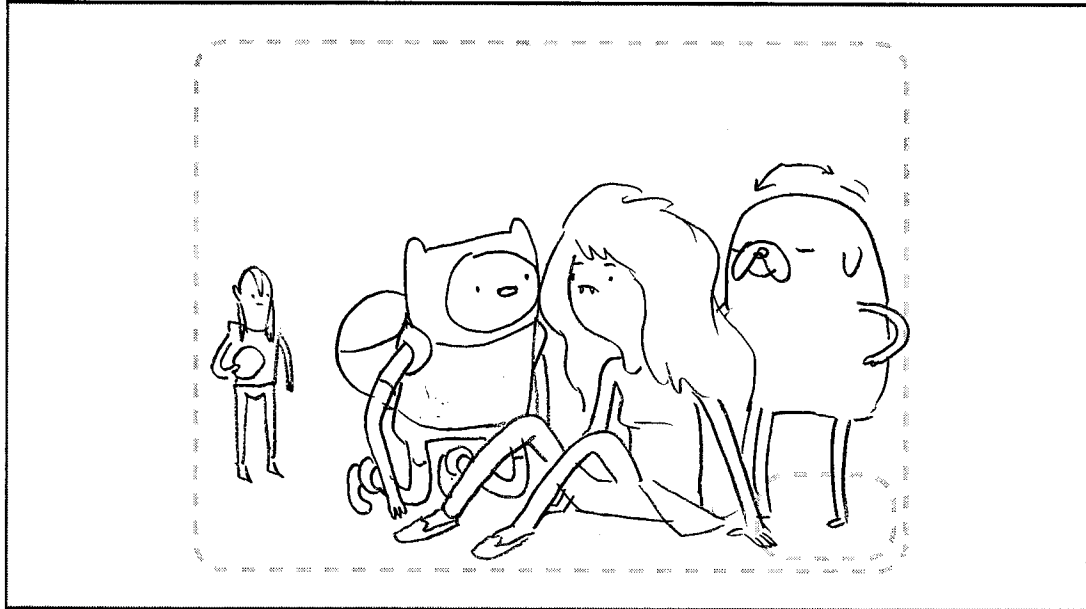
Pnl.

H

Bg.

day night

Page 142



Dialog:

ⓕ You had a magic accident,  
and we saved you

ⓕ with some help from your wizard friend

Action:

Jake nods his head

Timing:

EPISODE #

100857

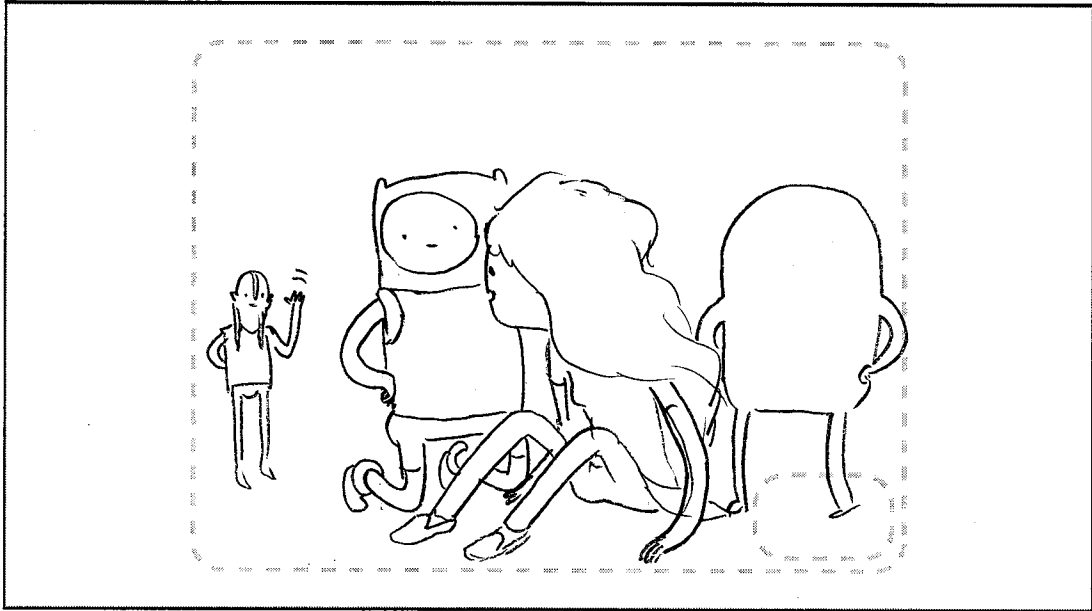
Production :

ADVENTURE TIME



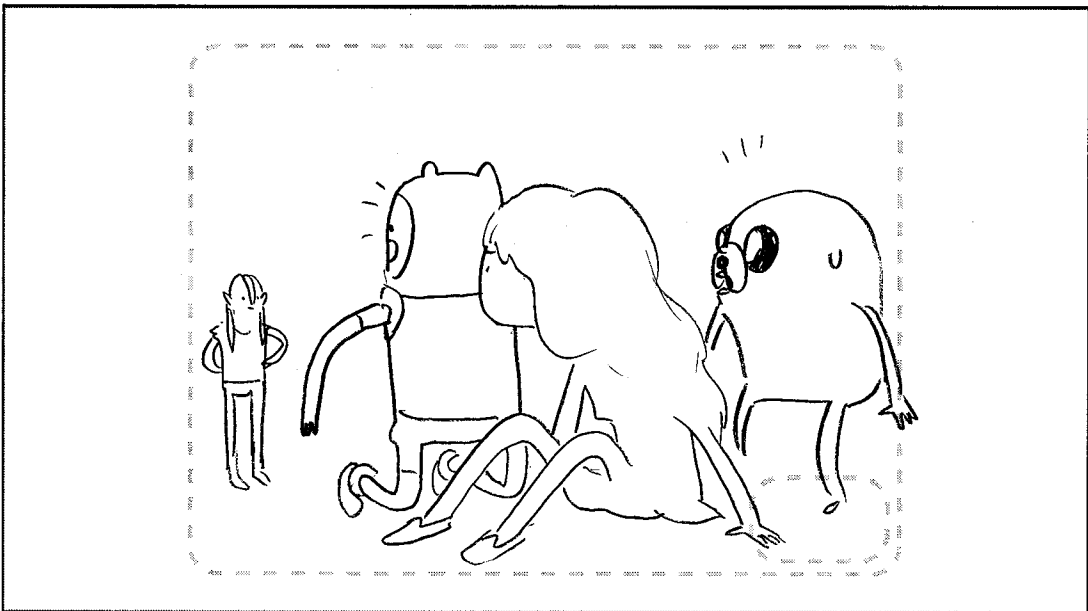
Sc. 117 Pnl. I Bg.

day night



Sc. 117 Pnl. J Bg.

Page 143  
day night



Dialog: (M) That's Ash!

(F&J) ASH!!!?

Action:

Timing:

100857

EPISODE #

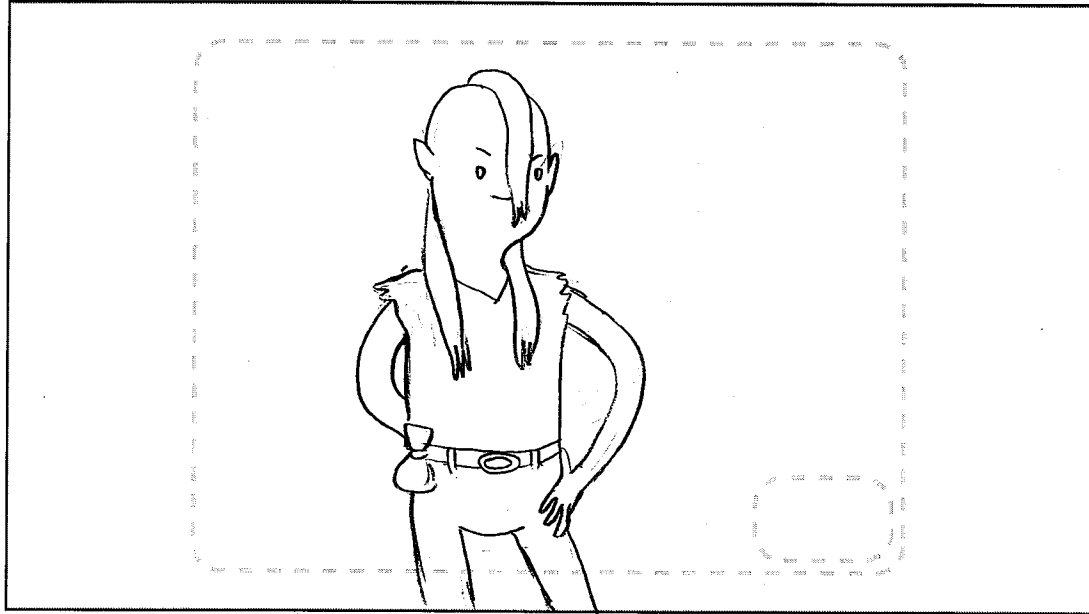
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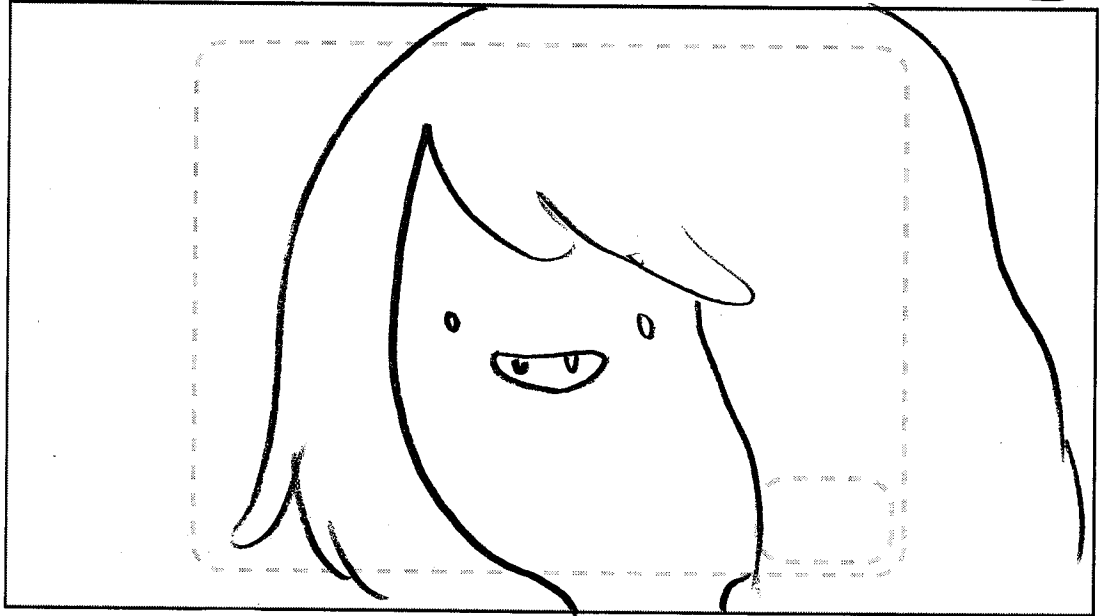
ADVENTURE TIME



Sc. 118 Pnl. A Bg. day night



Sc. 119 Pnl. A Bg. day night



Dialog: (M) (os) he's not my friend!

(M) he's my Boy friend!

Action:

Timing:

100857

EPISODE #

Production :

# ADVENTURE TIME



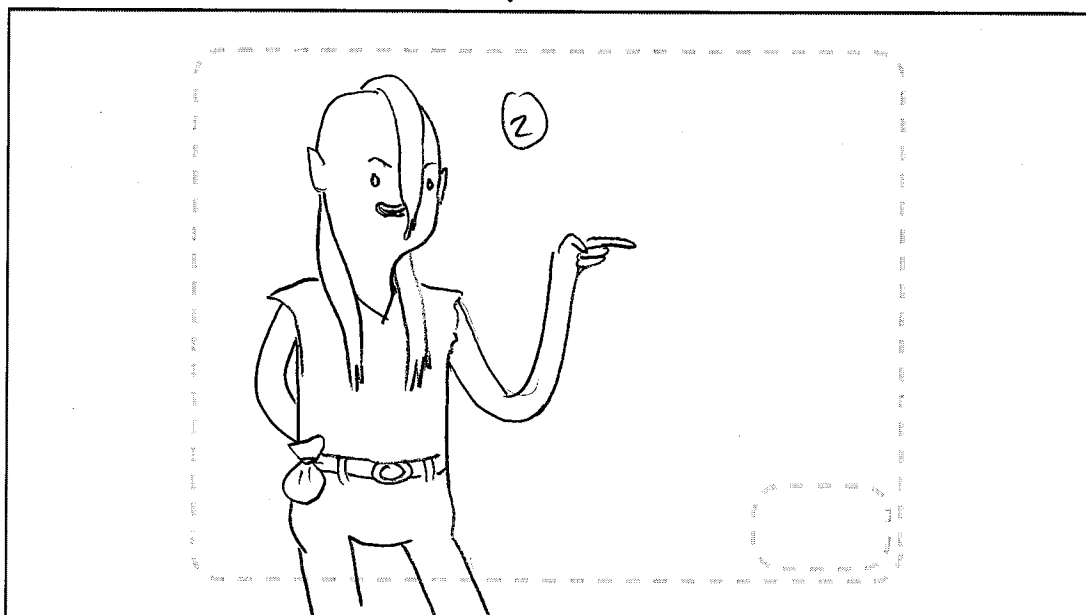
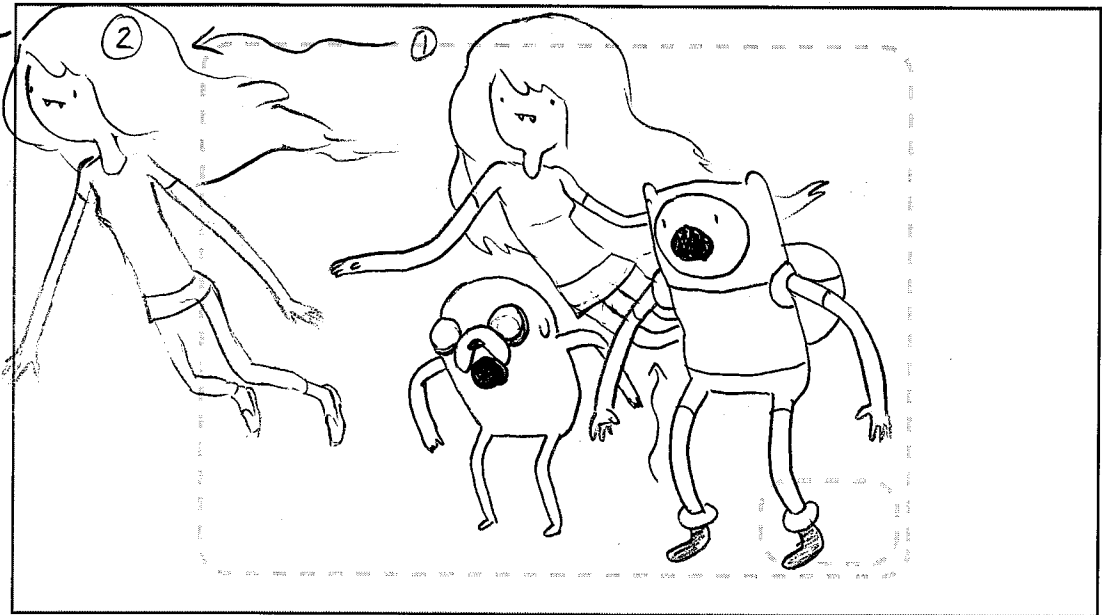
Page 145  
day night

Sc. 120 Pnl. A Bg.

day night

Sc. 121 Pnl. A Bg.

day night



Dialog: F&J WHAT?!

ASH That's right babe!

Action:



Timing:

100857

EPISODE #

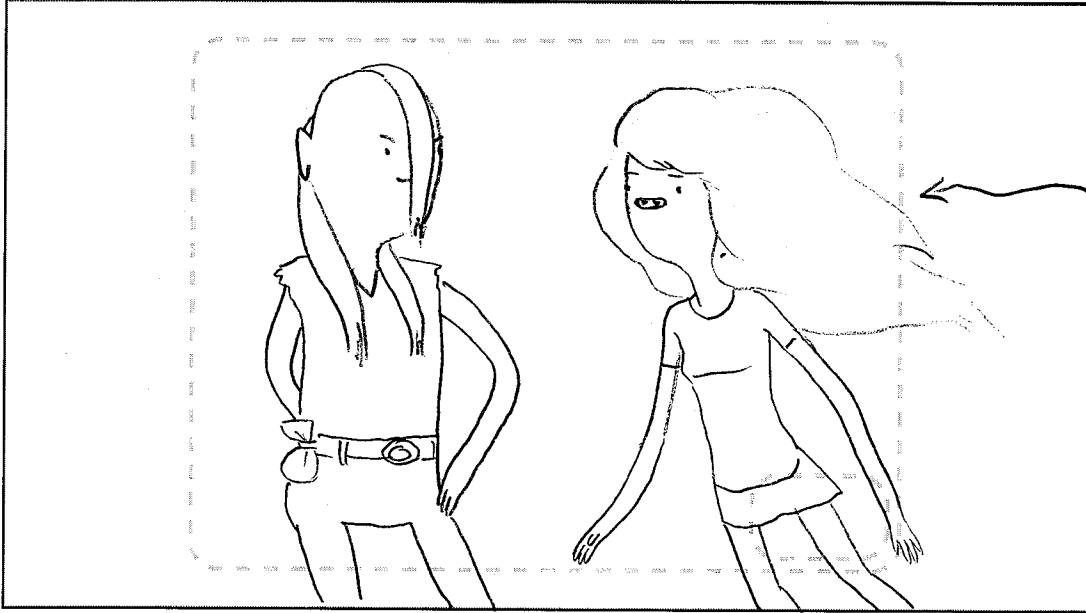
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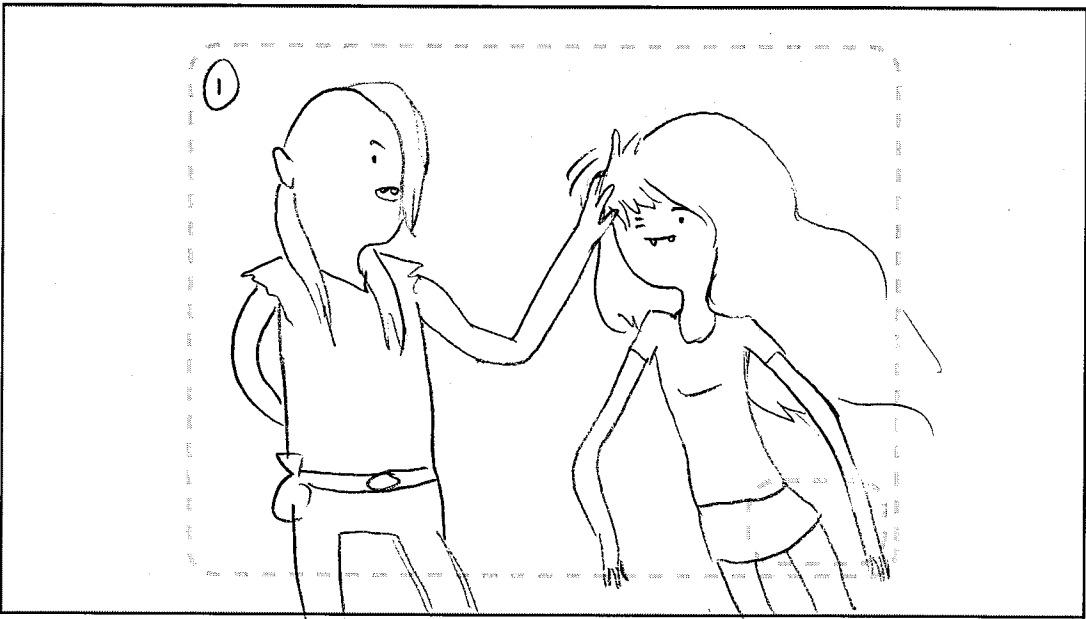
ADVENTURE TIME



Sc. 121 Pnl. B Bg. day night



Sc. 121 Pnl. C Bg. day night



Dialog:	M Ash, what's going on?	ASH Just pickin up my girl
Action:		
Timing:		

Production :  
EPISODE # 100857

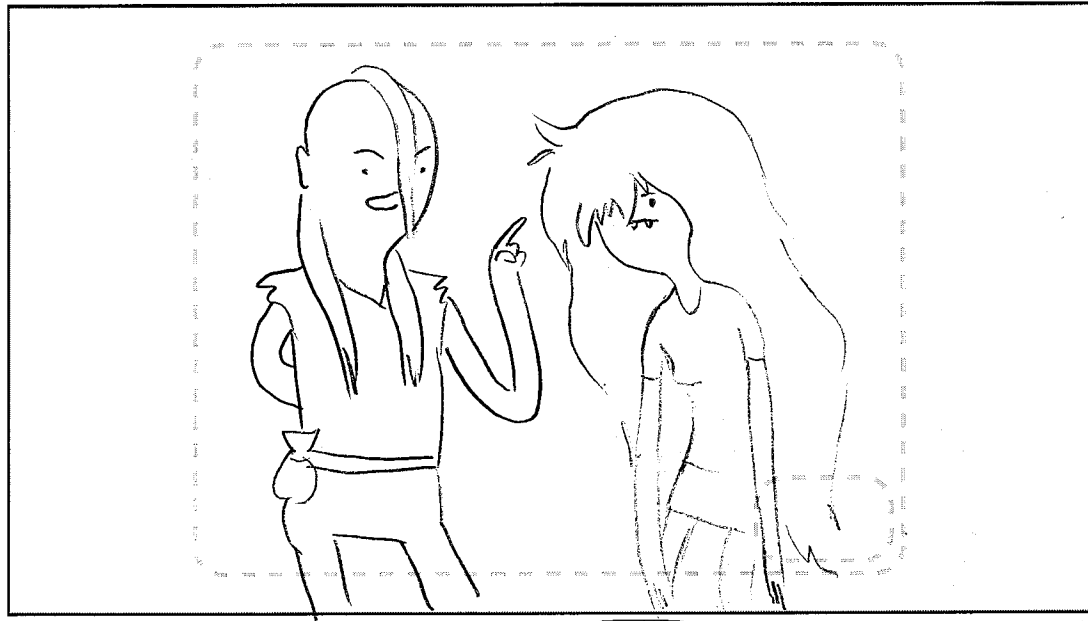


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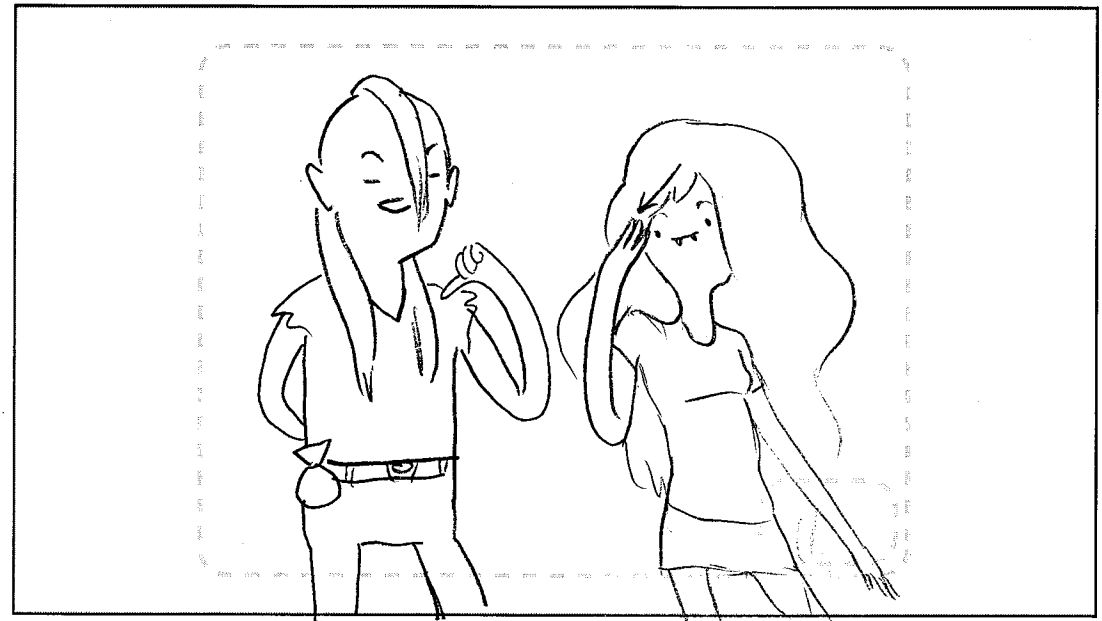
ADVENTURE TIME




Sc. 121 Pnl. D Ba. day night



Sc. 121 Pnl. E Bg. day night



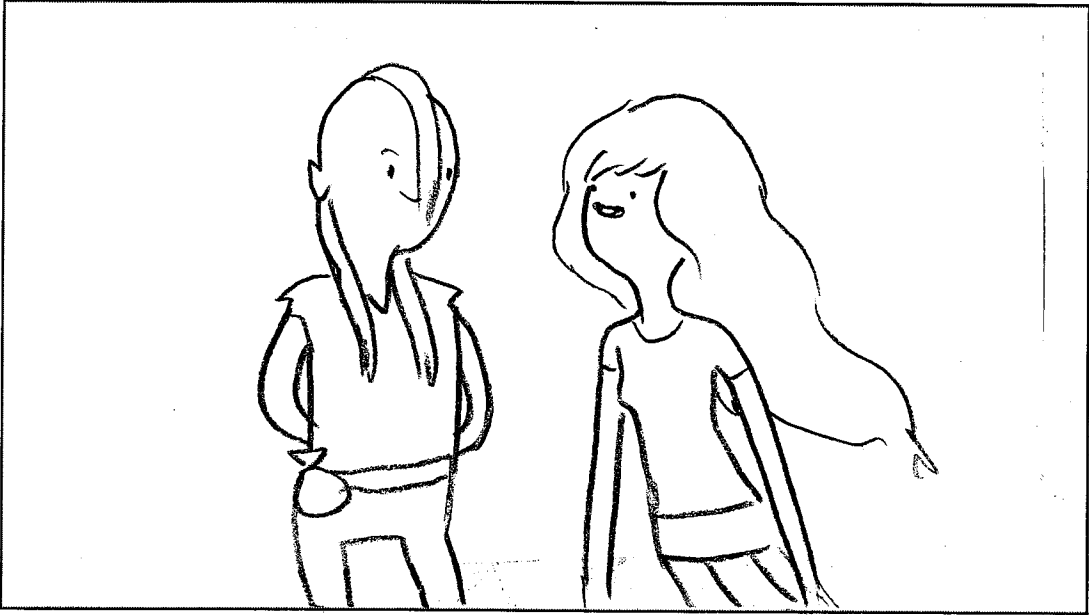
Dialog:	(A) for a night on the town.	(Ash) At <u>My place</u>
Action:	 ① M smooths her hair out	
Timing:		

EPISODE # 100857  
Production :

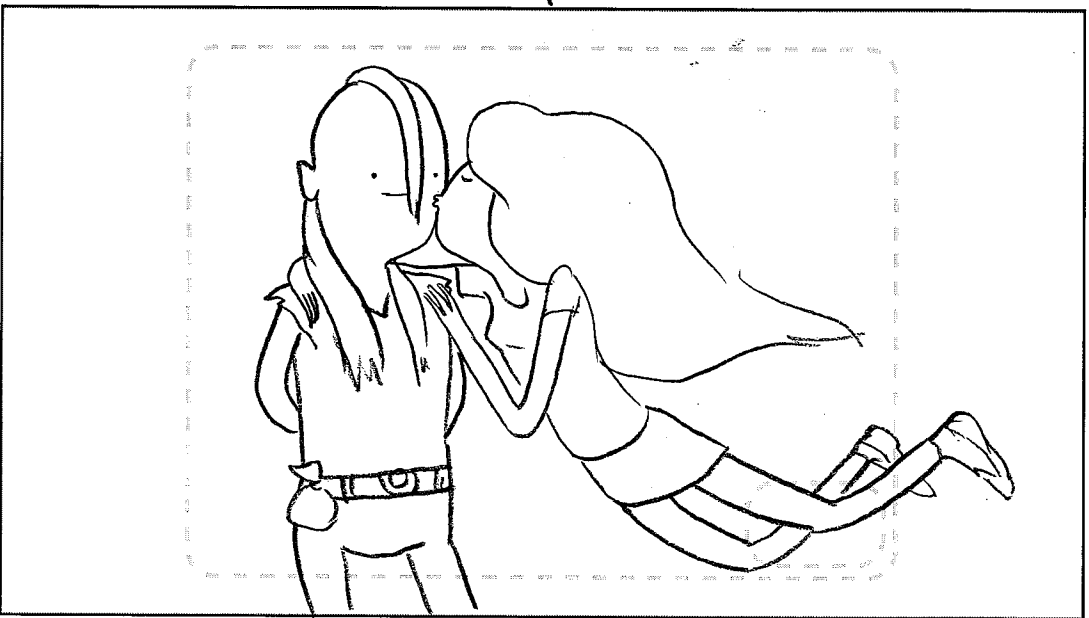
ADVENTURE TIME



Sc. 121 Pnl. F Bg. day night



Sc. 121 Pnl. G Bg. day night



Dialog:

① that's sweet...

= smooch! =

Action:

Timing:

EPISODE # 100857

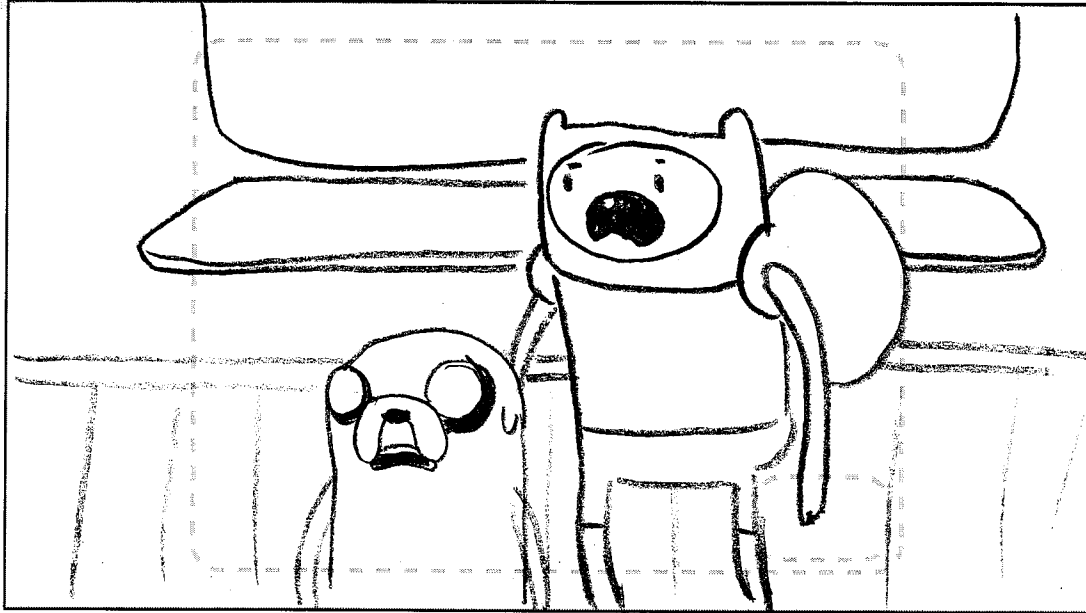
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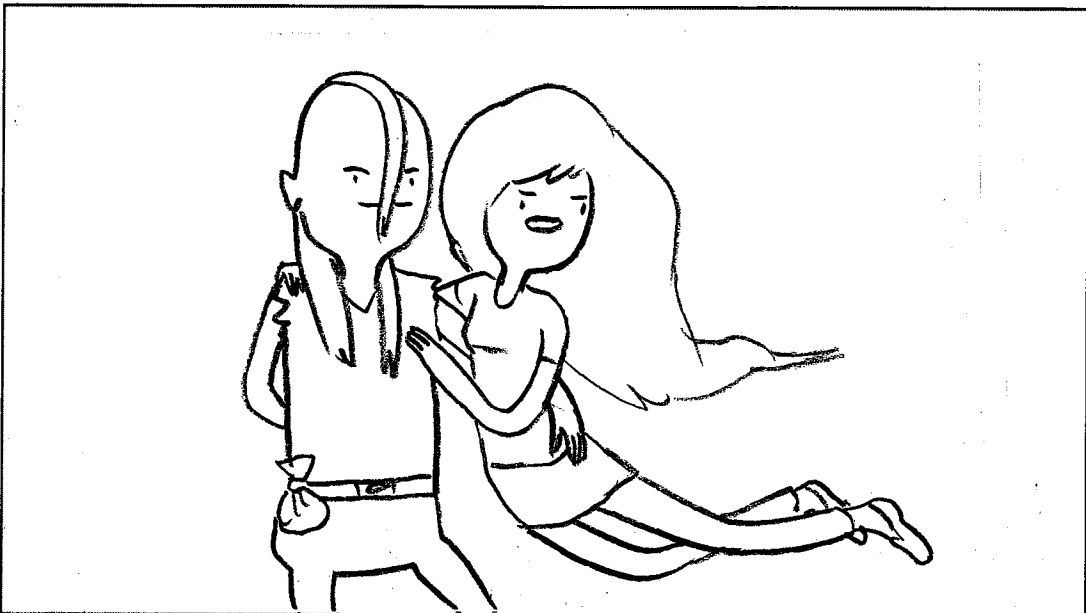
ADVENTURE TIME



Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



Dialog:	(F&J) whaat?!	(M) oh Grow up you guys!
Action:		
Timing:		

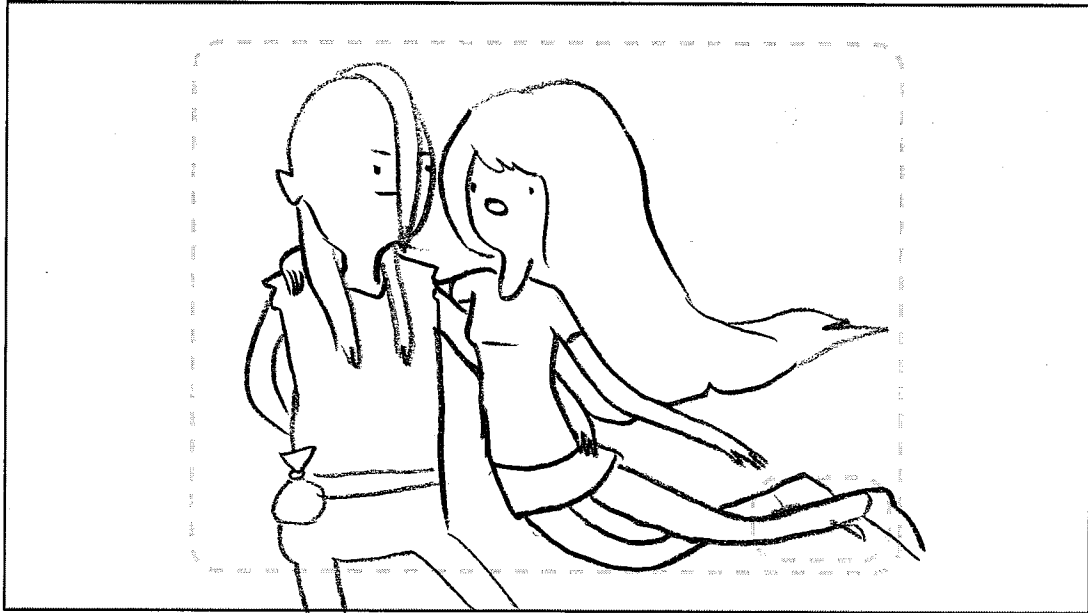
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Production :

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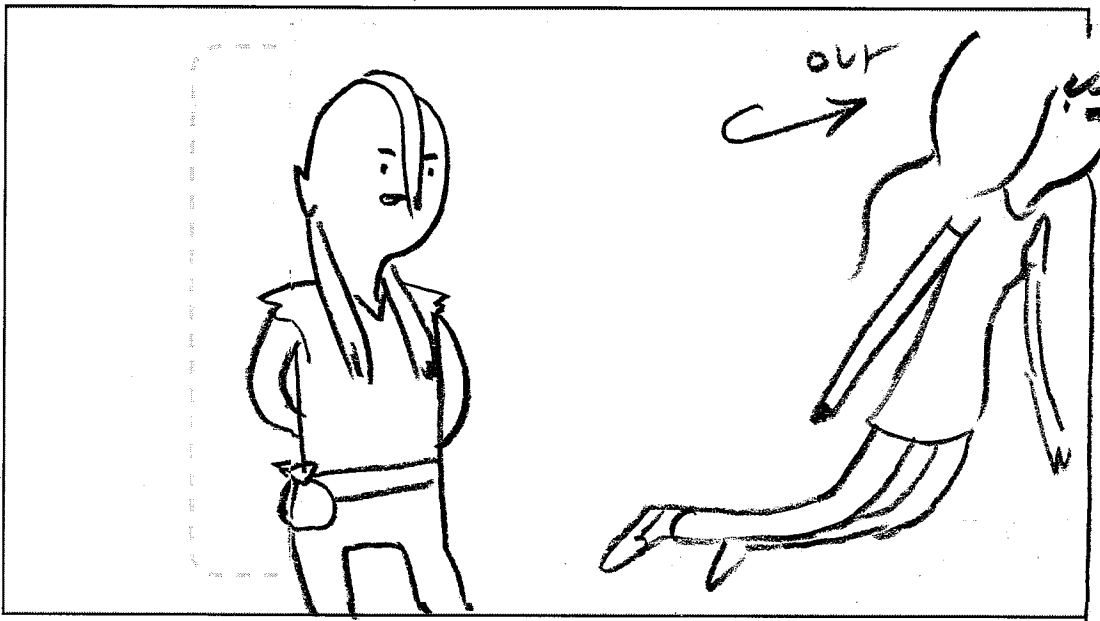
ADVENTURE TIME



Sc. 122 Pnl. C Bg. day night



Sc. 122 Pnl. D Bg. day night



Dialog: (M) I'm gonna go freshen up. (A) That's a relief

Action:

Timing:

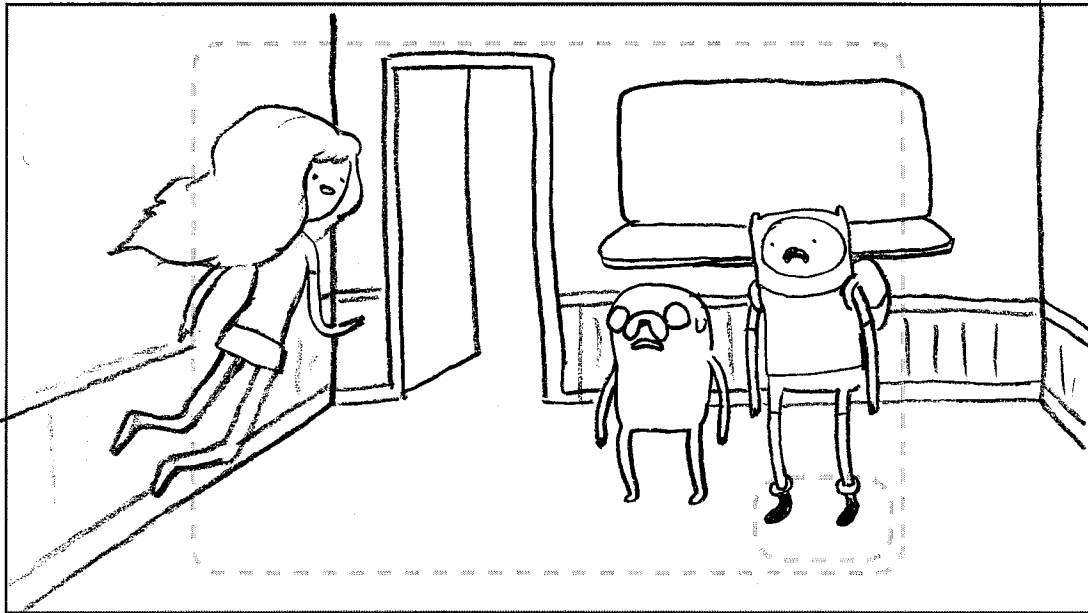
Production :

100857

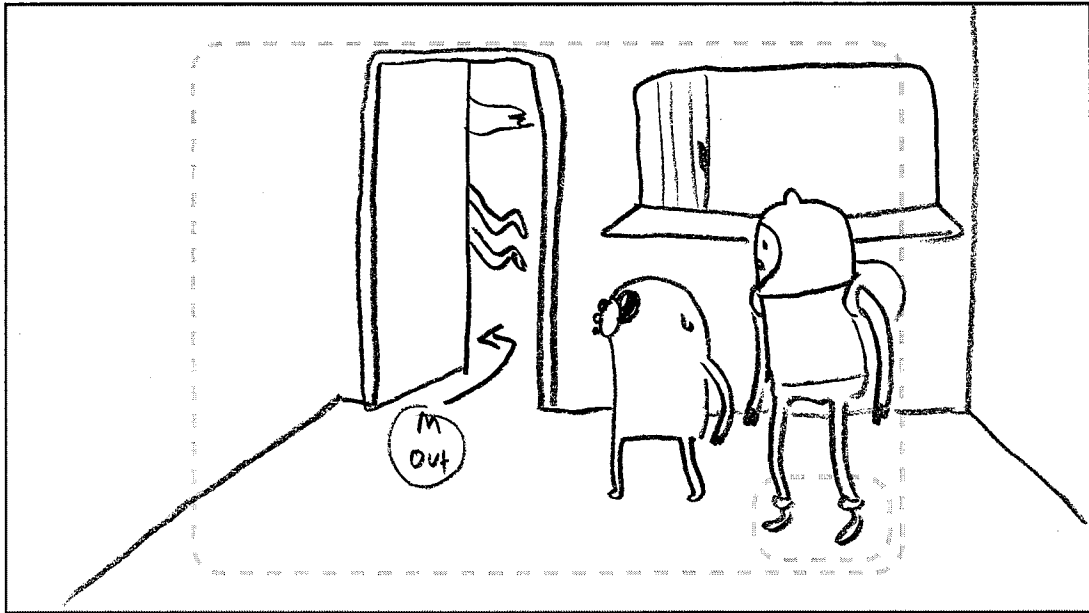
ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night



Sc. 123 Pnl. B Bg. day night



Dialog:	(M) haha.. oh Ash!
Action:	marceline goes into kitchen & out of sight.
Timing:	

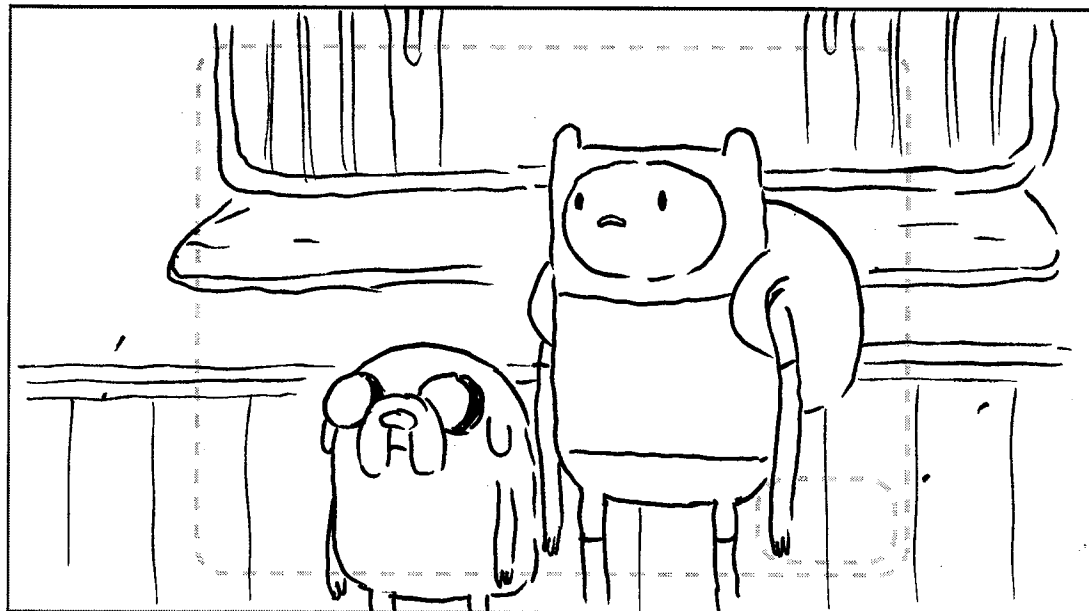
EPISODE # 100857  
Production :

# ADVENTURE TIME

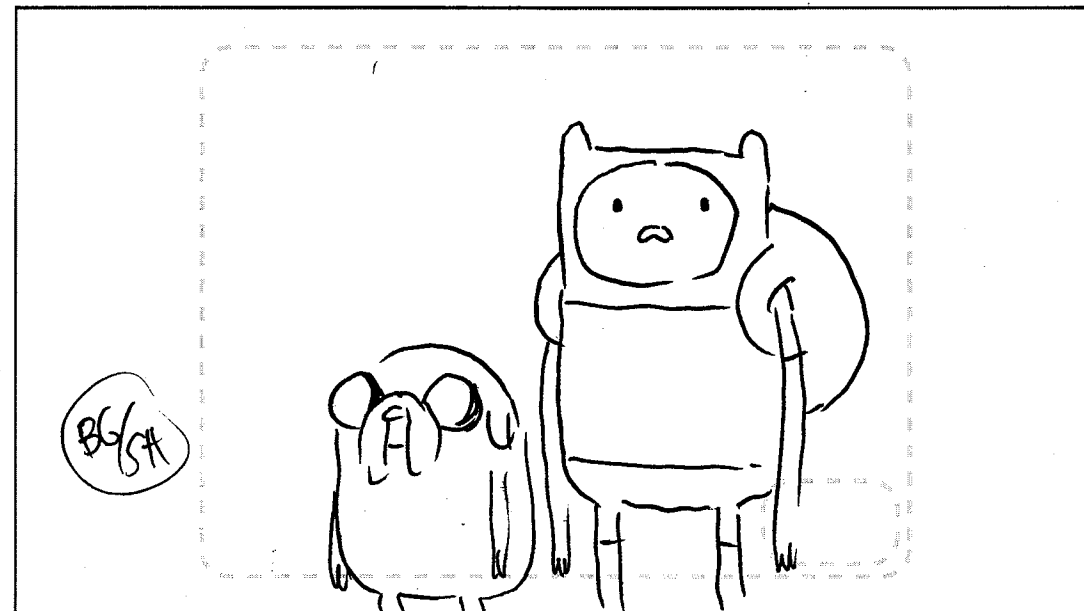


Page 152

Sc. 124 Pnl. A Bg. day night



Sc. 124 Pnl. B Bg. day night



Dialog:

(F:) Whaaaaatt?

Action:

Timing:

100857

EPISODE #

Production :

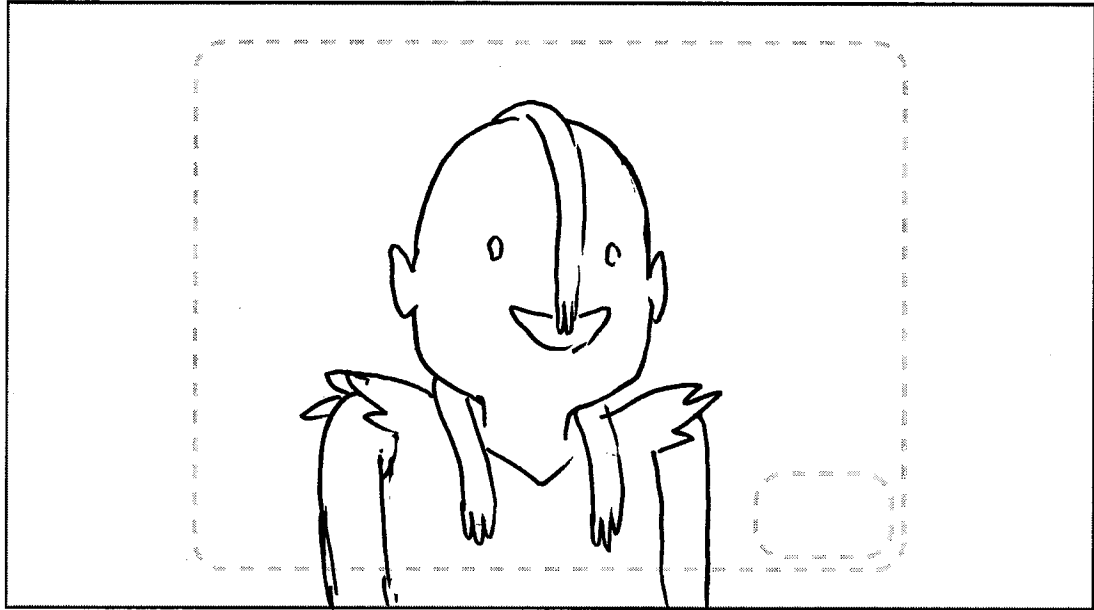
AI

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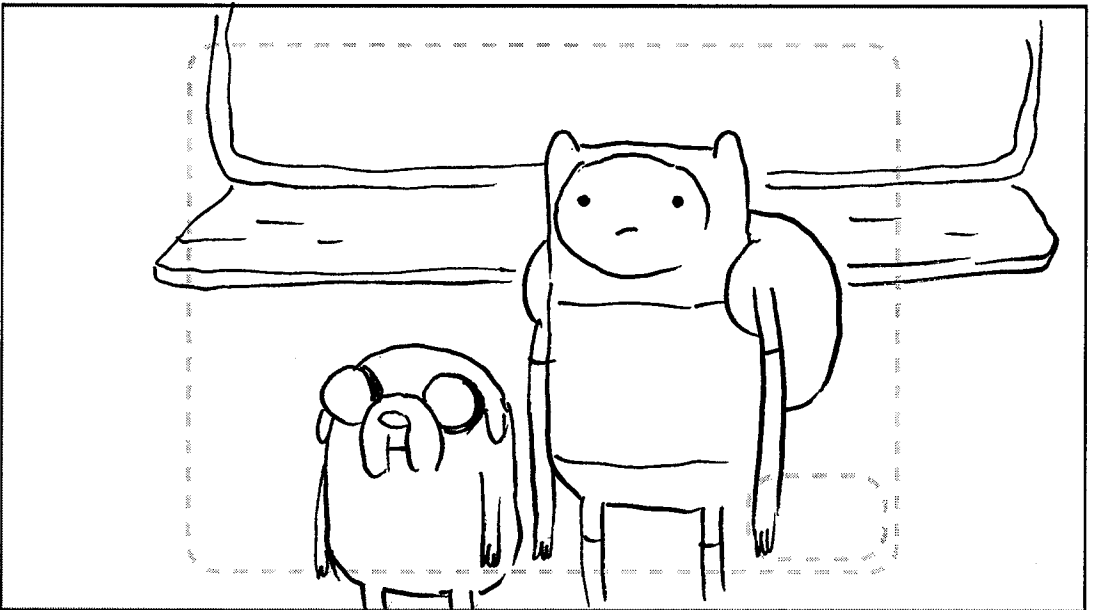
ADVENTURE TIME



Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



Dialog:

ASH: Don't you guys get it?  
I outbrained you!

ASH O.S. that wasn't the memory of  
a sleep spell you brought me-  
I'm the one who put her  
to sleep.

Action:

Timing:

EPISODE # 100857

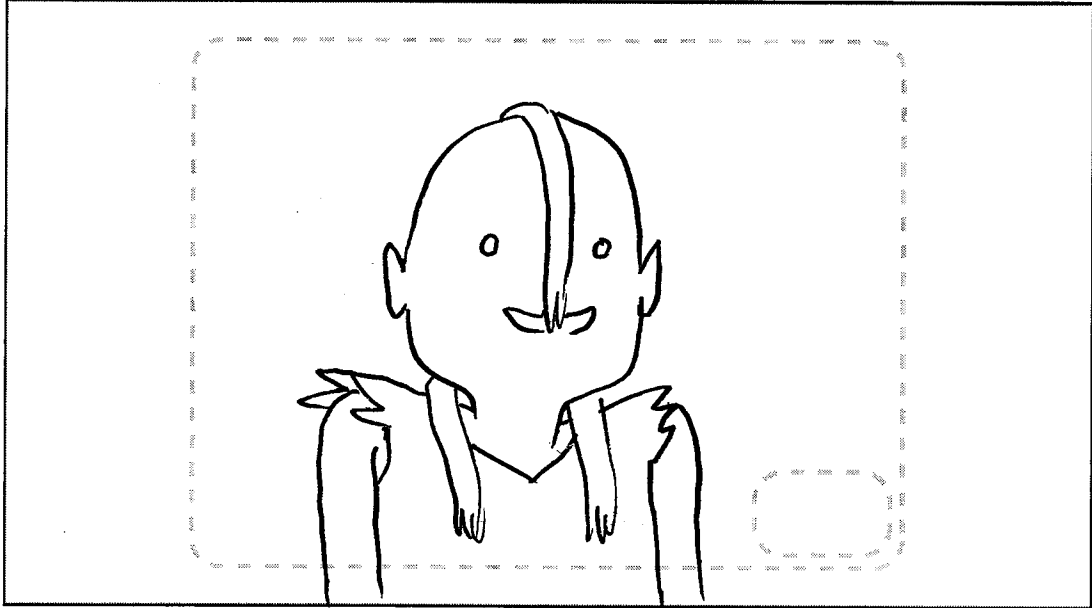
AZ

Production :

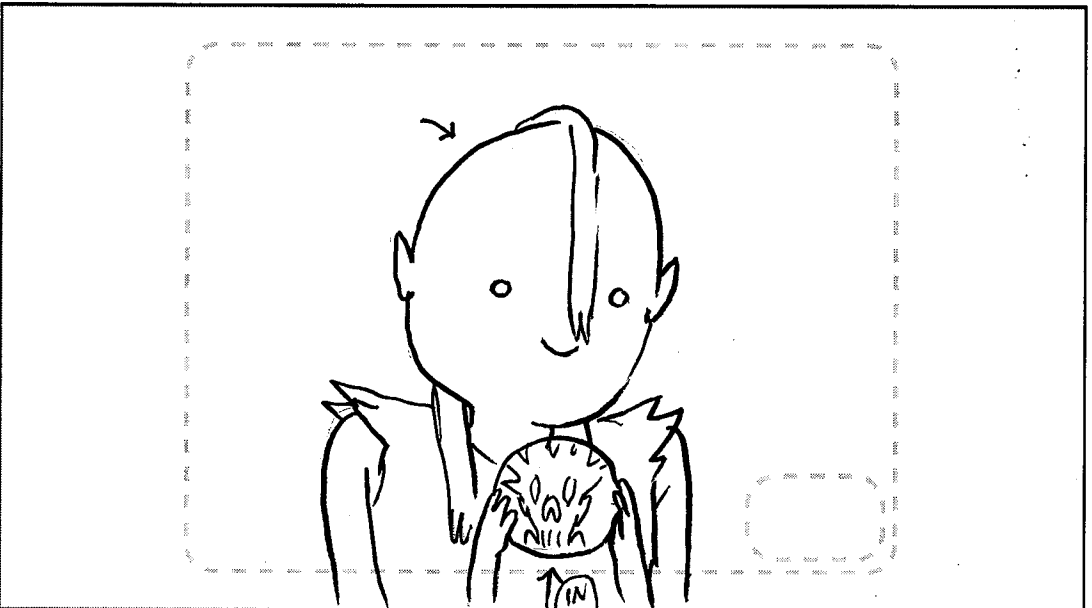
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 127 Pnl. B Bg. day night



Dialog:

ASH: that memory was  
our break-up!

MARCELINE.  
(IN ORB) IT'S OVER!  
YOU PSYCHO!

Action:

Ash holds up globe containing memory.

Timing:

100857

EPISODE #

A3

Production :

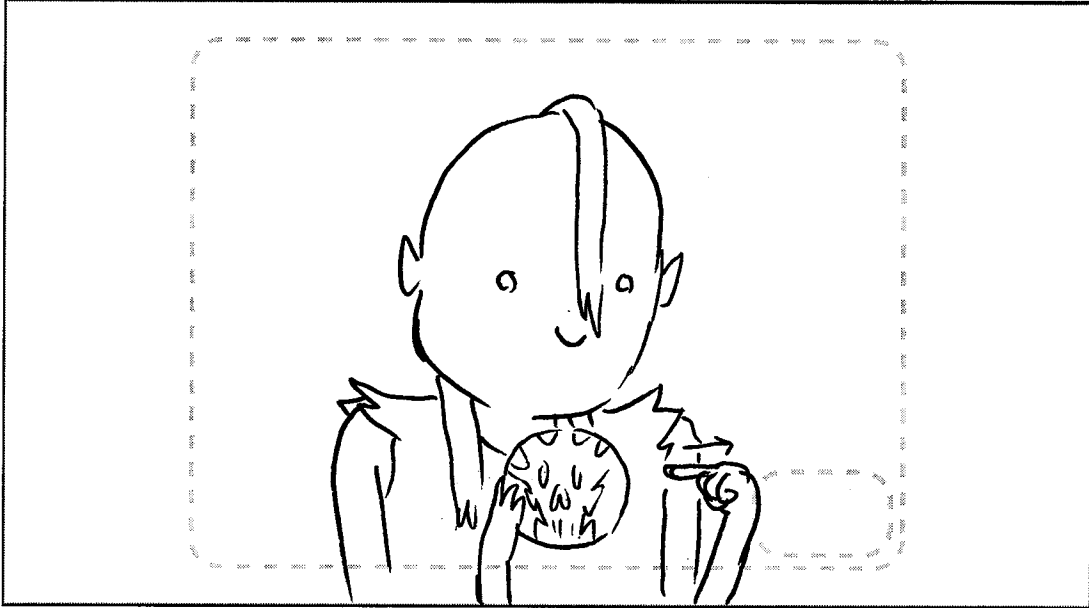


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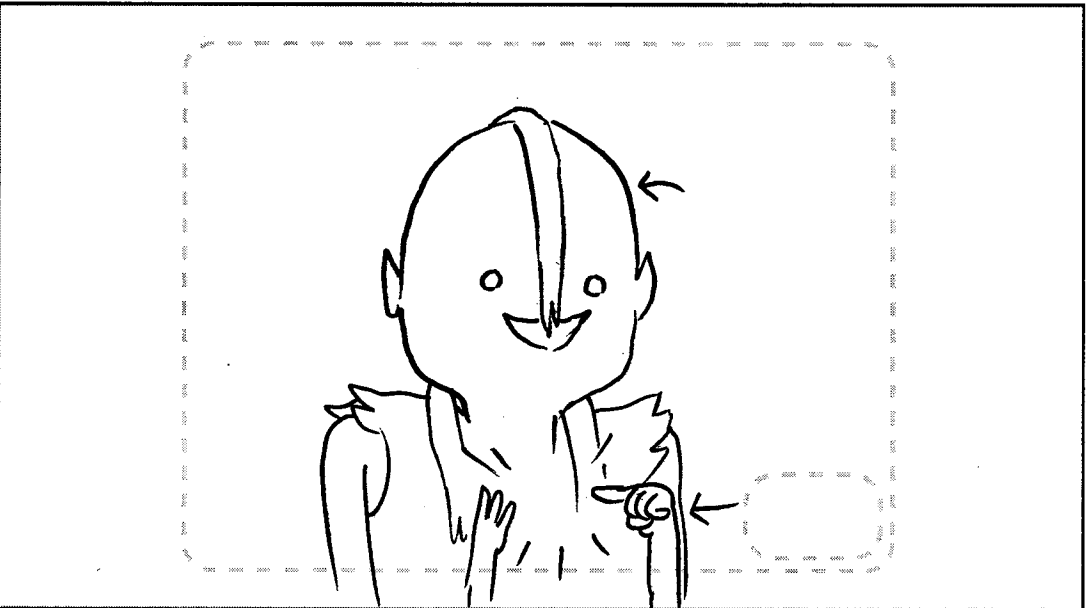
ADVENTURE TIME



Sc. 127 Pnl. C Bg. day night



Sc. 127 Pnl. D Bg. day night



Dialog:	SFX: * POP *
Action:	Ash pops globe like a bubble
Timing:	

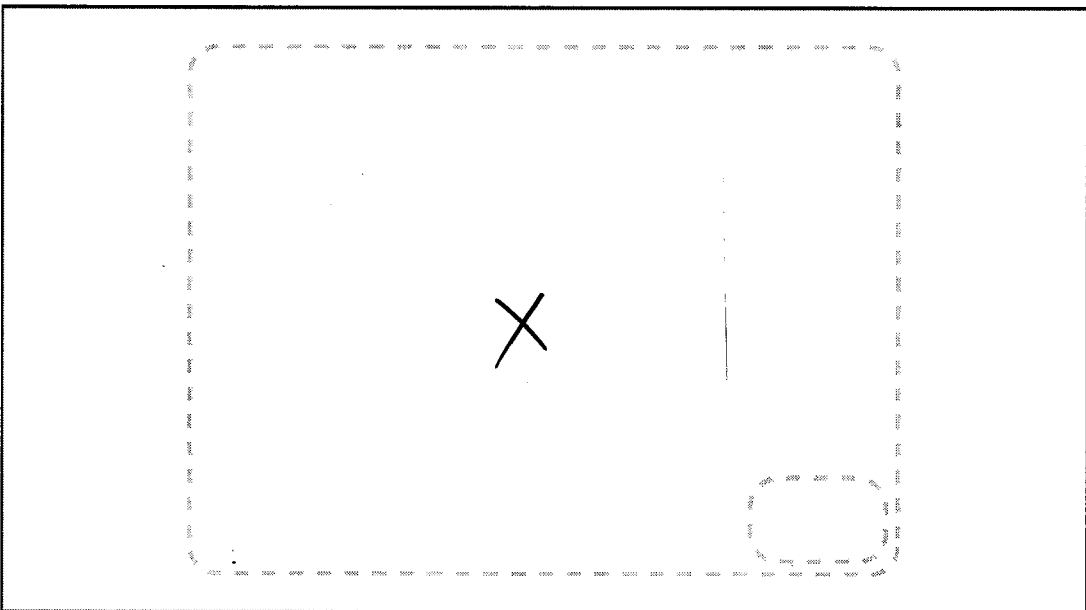
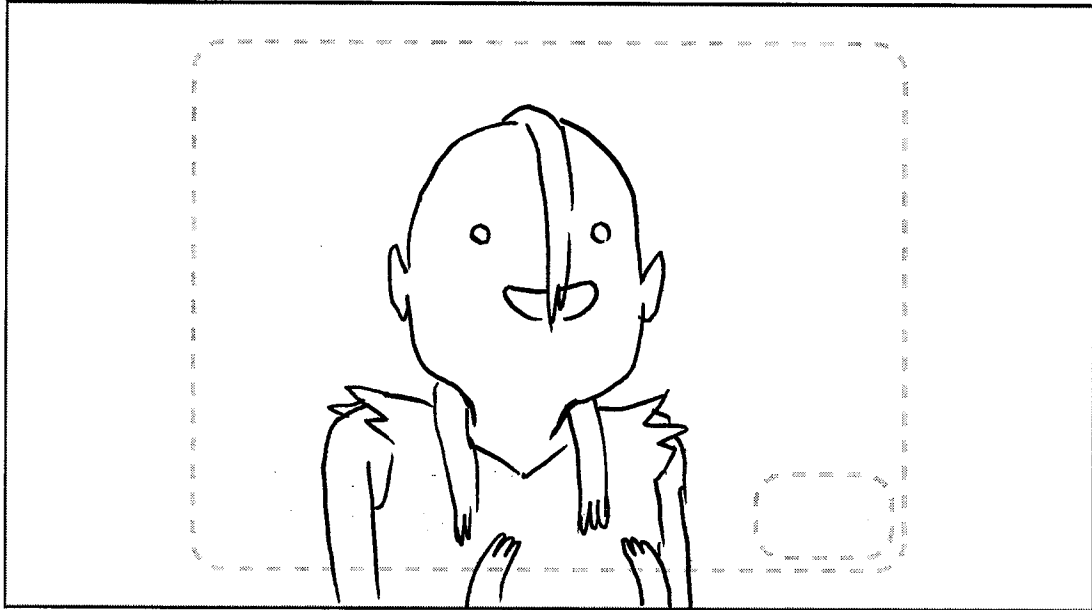
EPISODE # 100857  
Production : AL

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ADVENTURE TIME



Sc. 127 Pnl. E Bg. day night Sc. Pnl. Bg. day night



Dialog:

ASH: That's enough of that!

Action:

Timing:

EPISODE # 100857

Production : AS

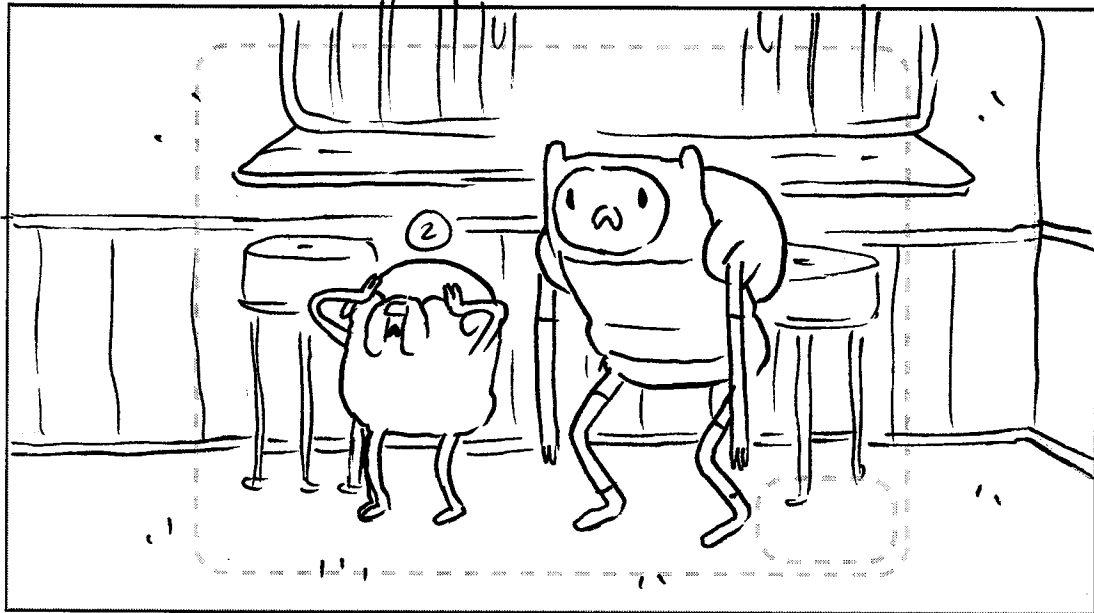
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# ADVENTURE TIME

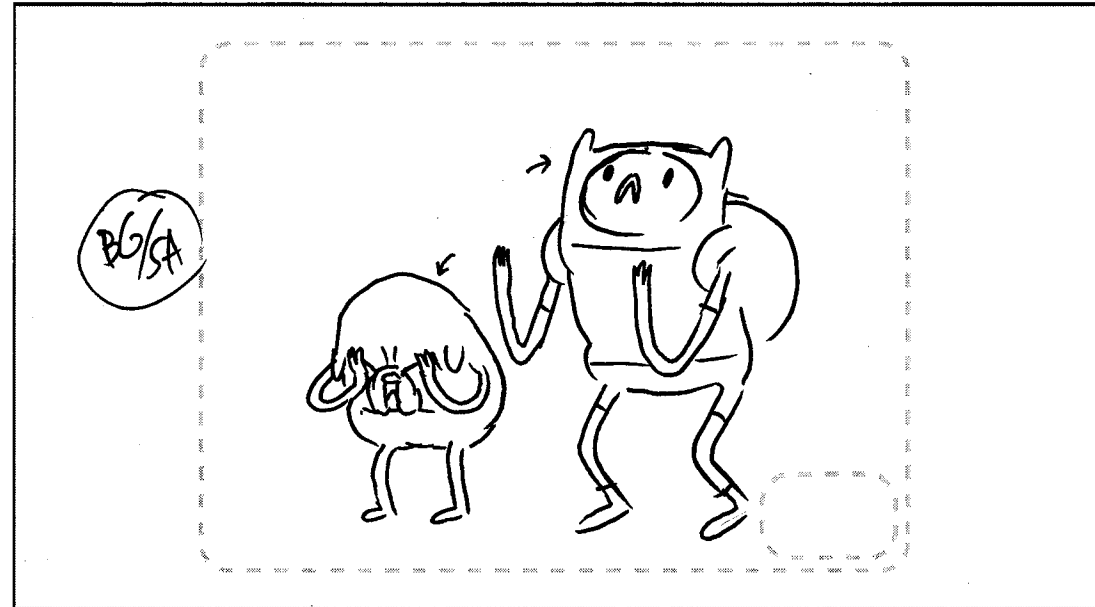


Page 157

Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog: (F:) WHAT?!  
(J:) OH NO!

(F:) NO! AW!  
(J:) AW MAN!

Action:

Timing:



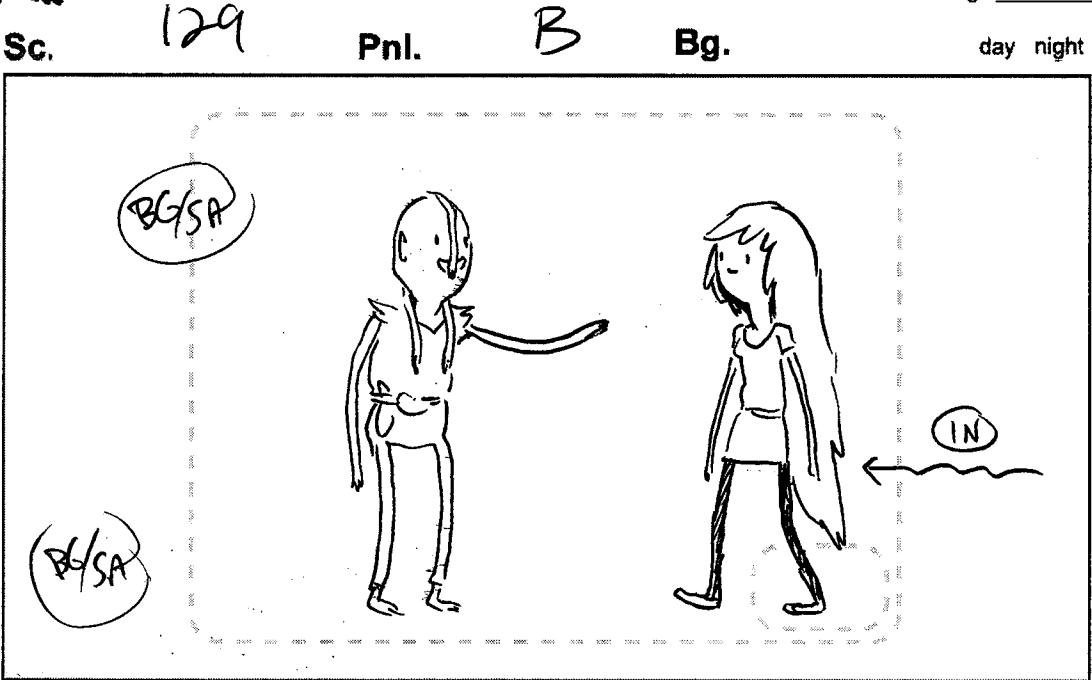
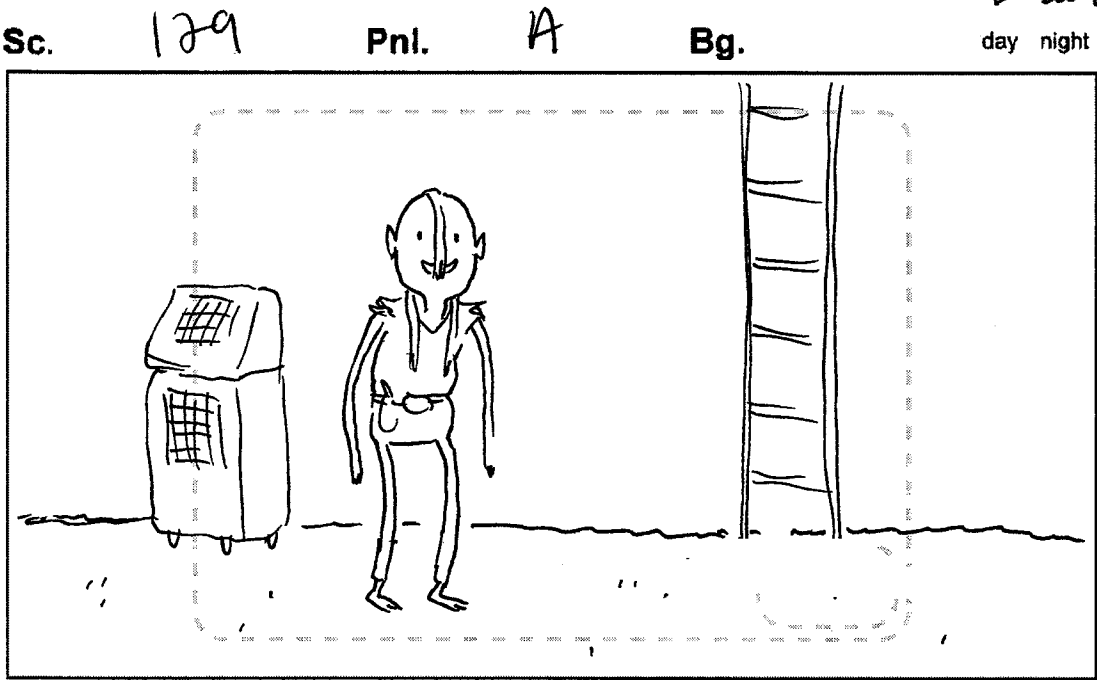
EPISODE #  
100857

Production :

AG

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ADVENTURE TIME



Dialog:
(ASH:) Yup
(ASH:) c'mon Mar-Mar
Action:
Timing:

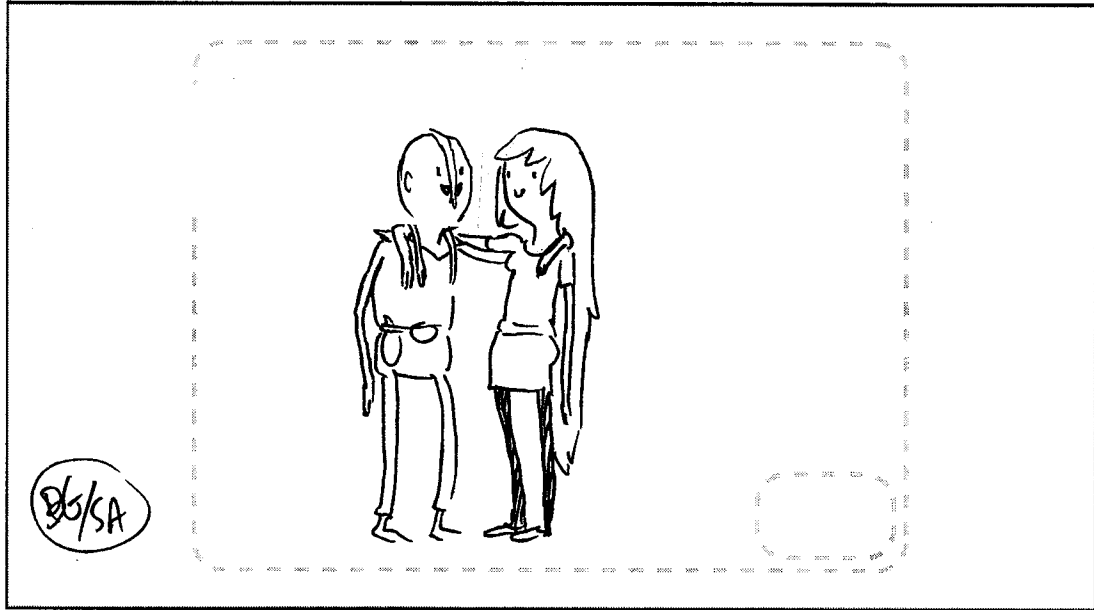
EPISODE # 100857

Production :

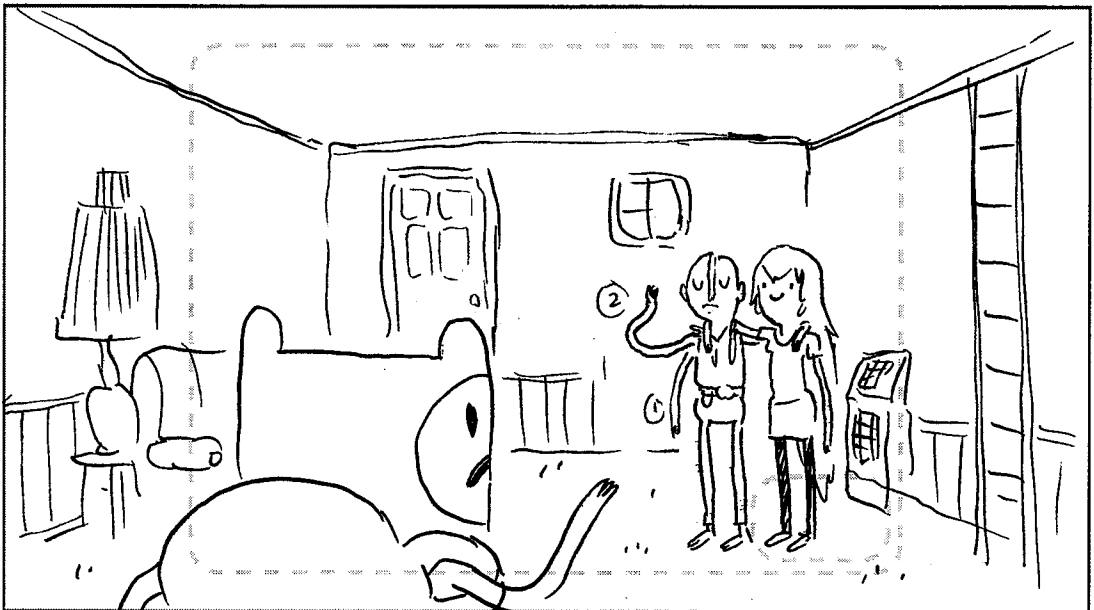
ADVENTURE TIME



Sc. 129 Pnl. C Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog: (ASH): let's go (F): NO! MARCELINE!

Action: Ash speaks after they put their arms on each other's shoulders

Timing:

EPISODE # 100857

Production :

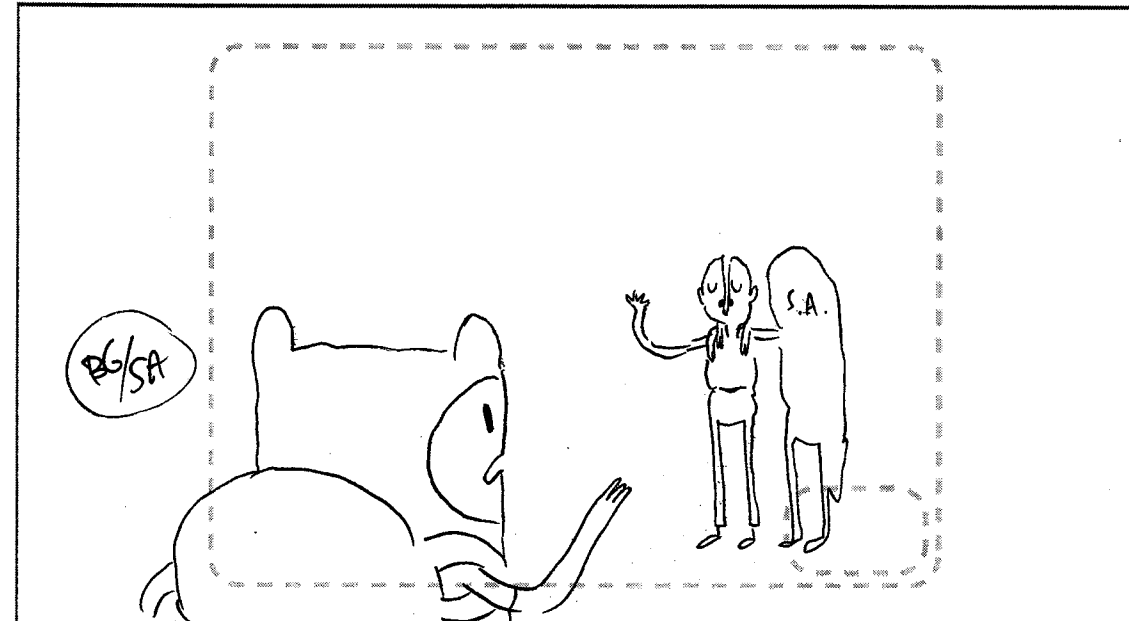
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# ADVENTURE TIME

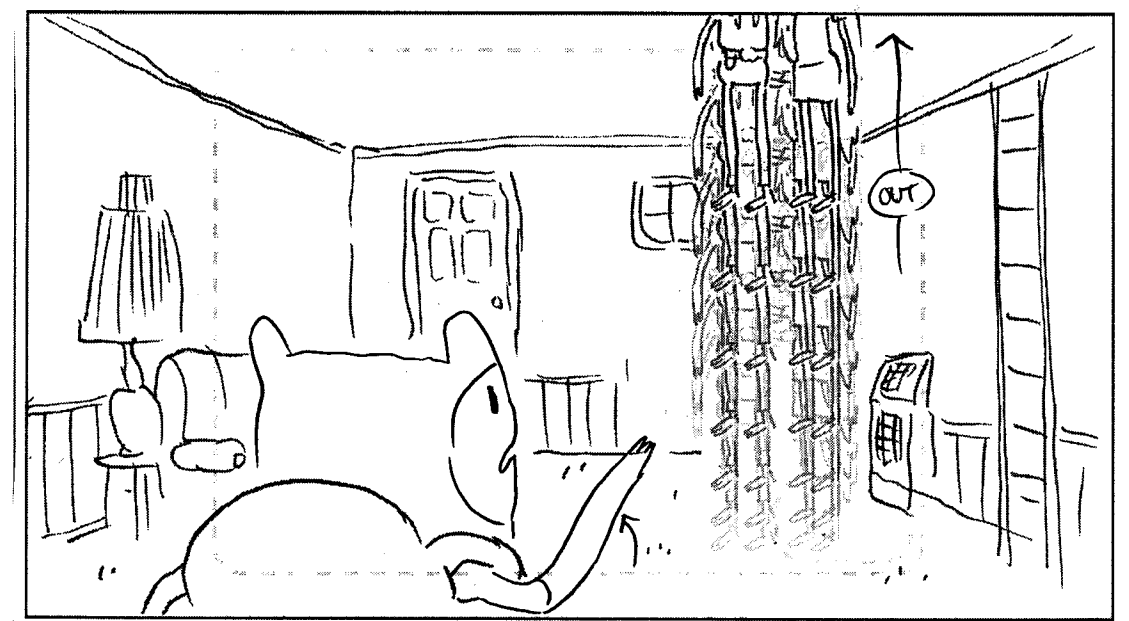


Page 160

Sc. 130 Pnl. B Bg. day night



Sc. 130 Pnl. C Bg. day night



Dialog:	<p>ASH: Ashicus flyicus ) overlap FINN: wait -</p>	SFX: wenh-wenh-wenh-wenh - wenh-wenh -
Action:	Ash and Marceline fly straight up like a bad 80's music video effect. Rainbow trail?!	
Timing:		

100857

EPISODE #

Production :

19

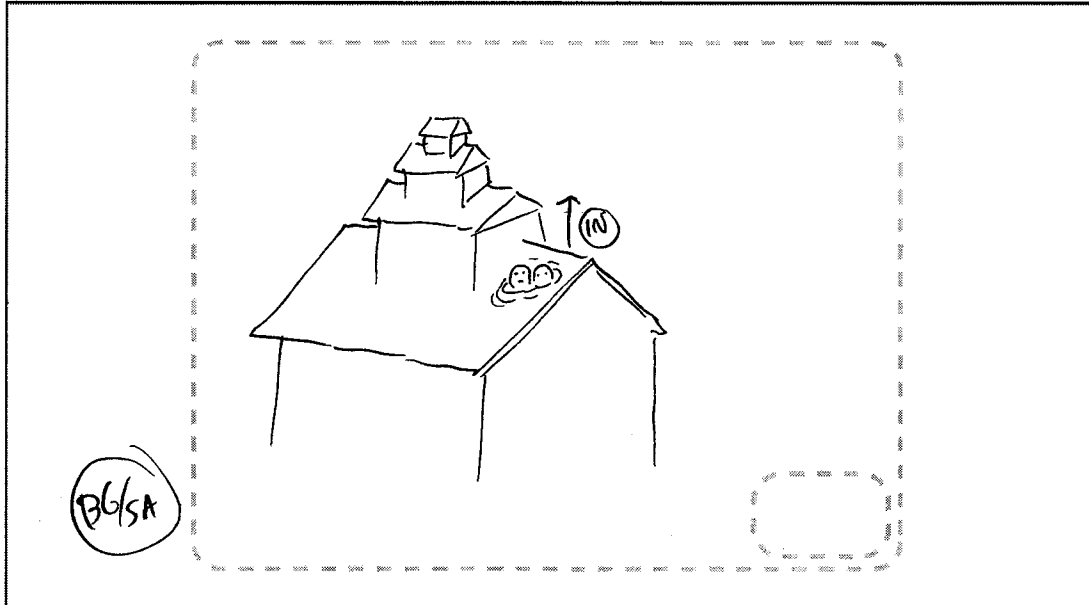
ADVENTURE TIME



Sc. 131 Pnl. A Bg. NIGHT day night



Sc. 131 Pnl. B Bg. day night



Dialog:	(SFX:) wenh- wenh- wenh- wenh-
Action:	Marceline + Ash pass magically through the roof.
Timing:	

100857

EPISODE #

A10

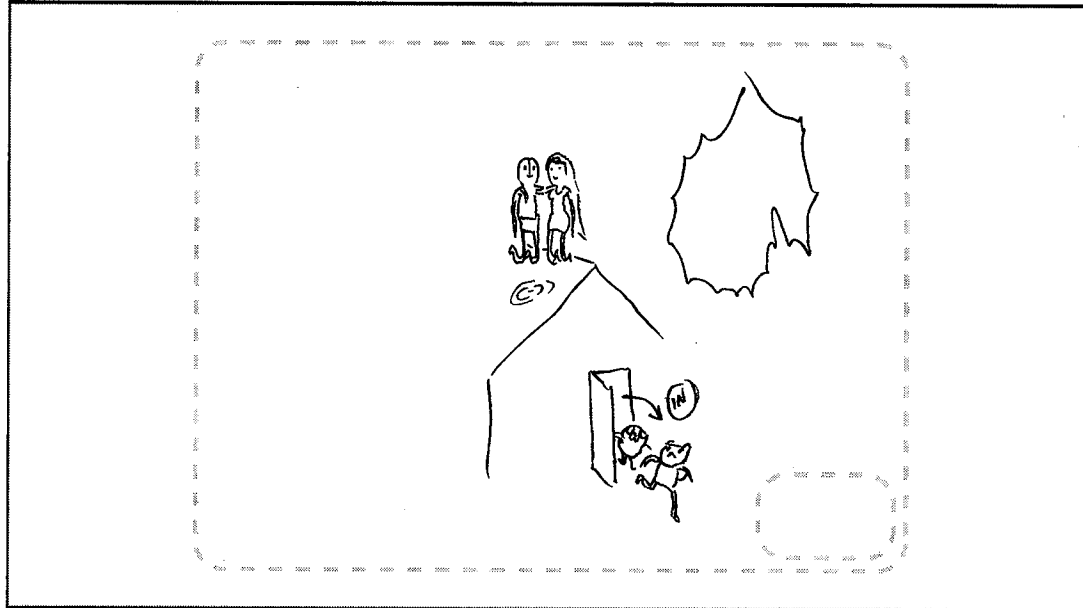
Production :

# ADVENTURE TIME

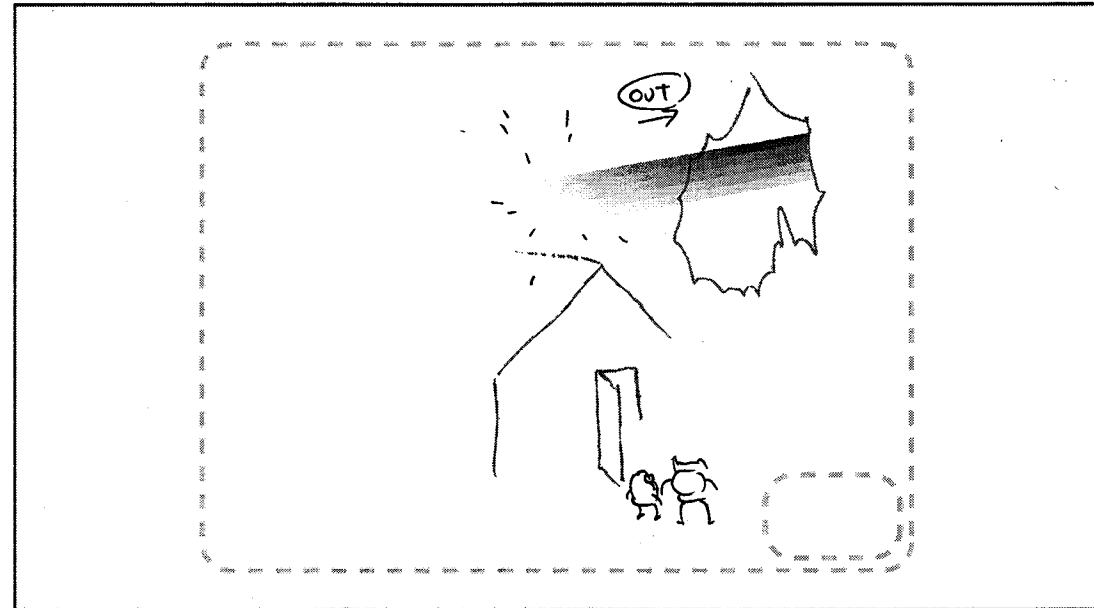


Page 162

Sc. 131 Pnl. C Bg. day night



Sc. 131 Pnl. D Bg. day night



Dialog:

SFX: \* sheeeww \*

Action:



Ash and Marceline shoot away leaving  
a Rainbow(?) contrail

Timing:

EPISODE #  
100857

411

Production :

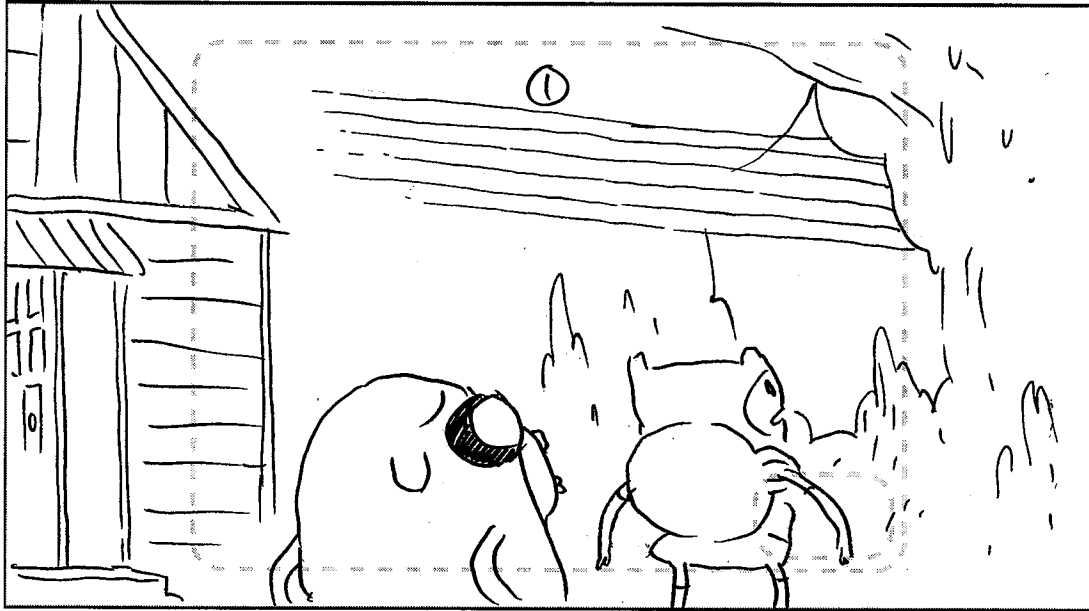


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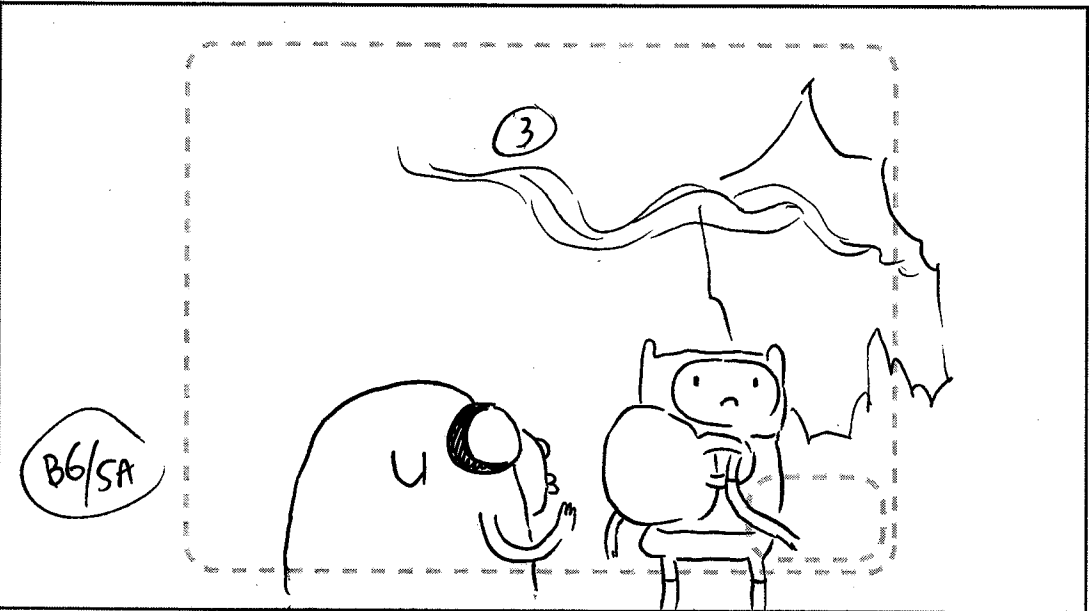
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night

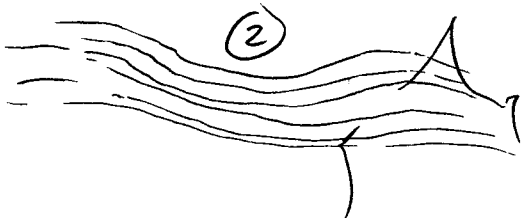


Sc. 132 Pnl. B Bg. day night



Dialog:  
(F:) They're gone man!  
He took her!

Action:  
- contrail fades



Timing:

(J:) Don't worry Finn

- contrail fades more

EPISODE #

Production :

A12

100857

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 133 Pnl. A Bg. day night

Dialog:	(J:) I got the scent!
Action:	
Timing:	

EPISODE # 100057

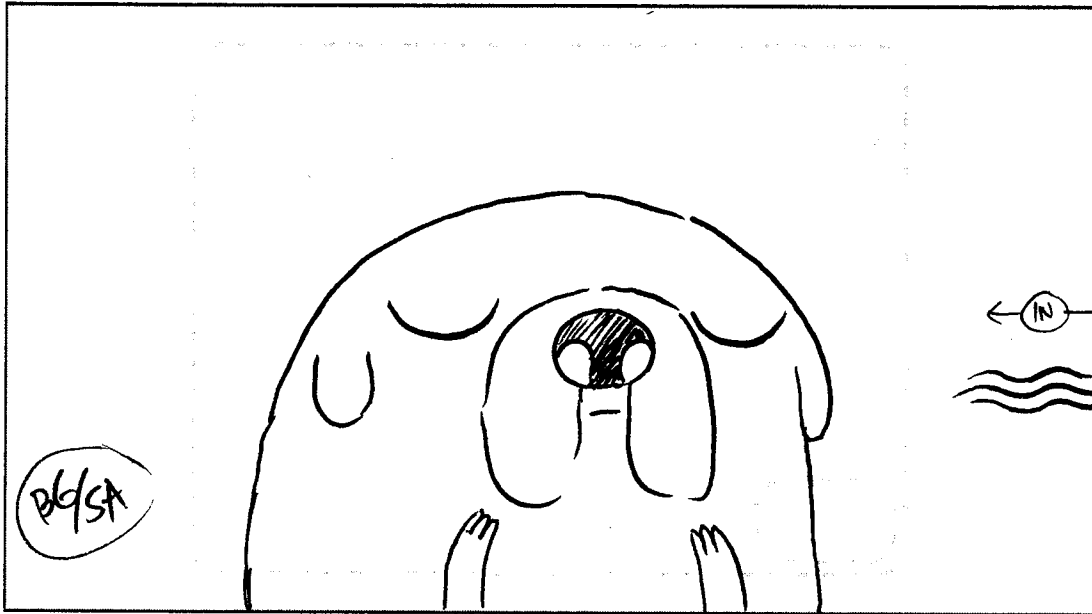
A12.5

Production :

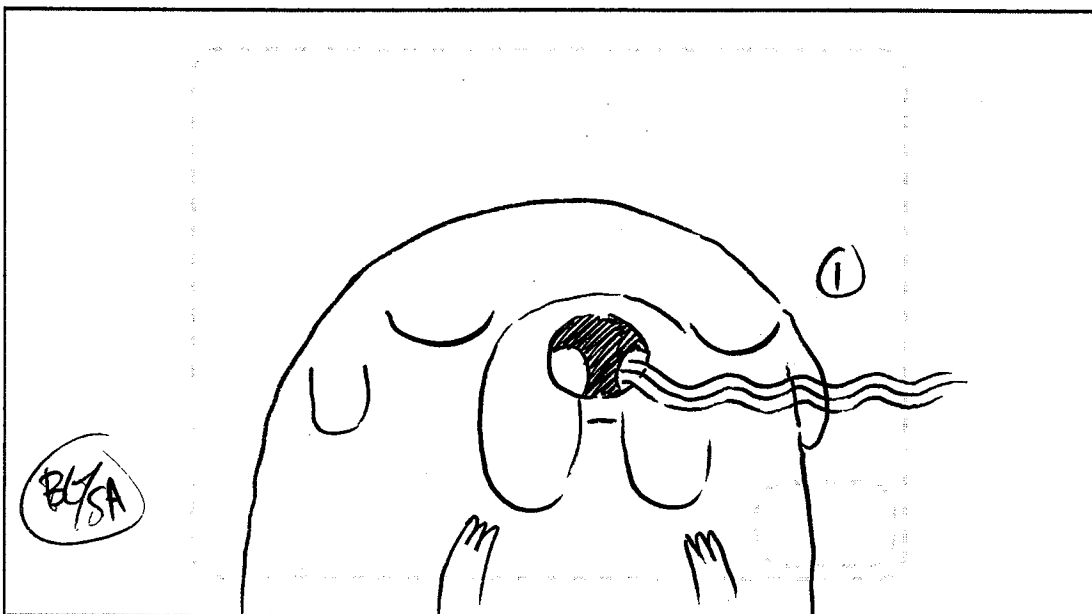
ADVENTURE TIME



Sc. 133 Pnl. B Bg. day night



Sc. 133 Pnl. C Bg. day night

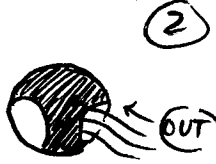


Dialog:

(5:) \* SN / / / FFFF \*

Action: "scent" lines enter → and disappear into Jake's nose.

Timing:



100857

EPISODE #

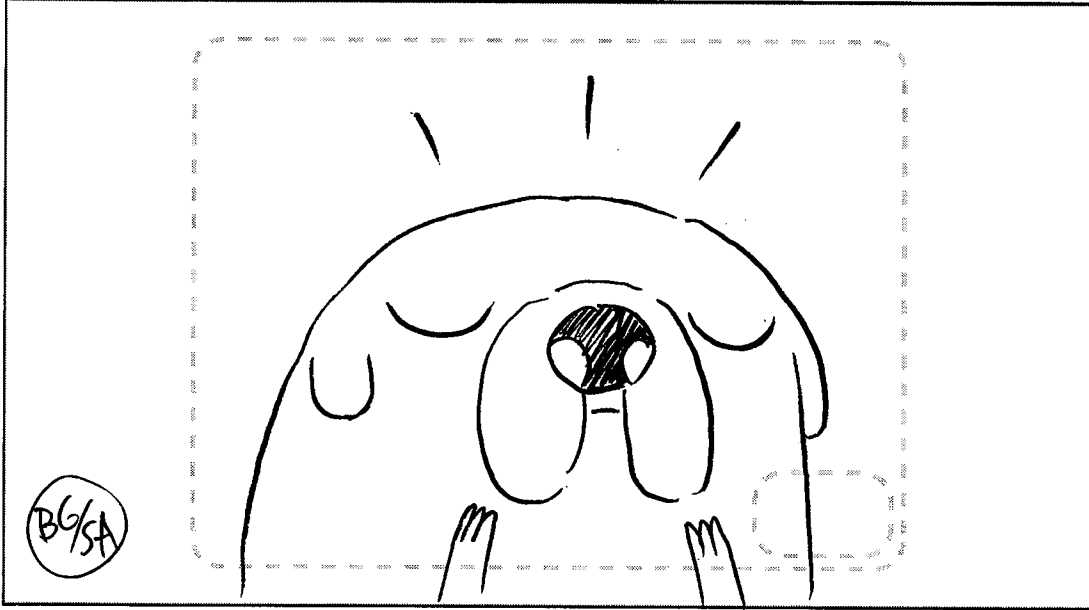
A13

Production :

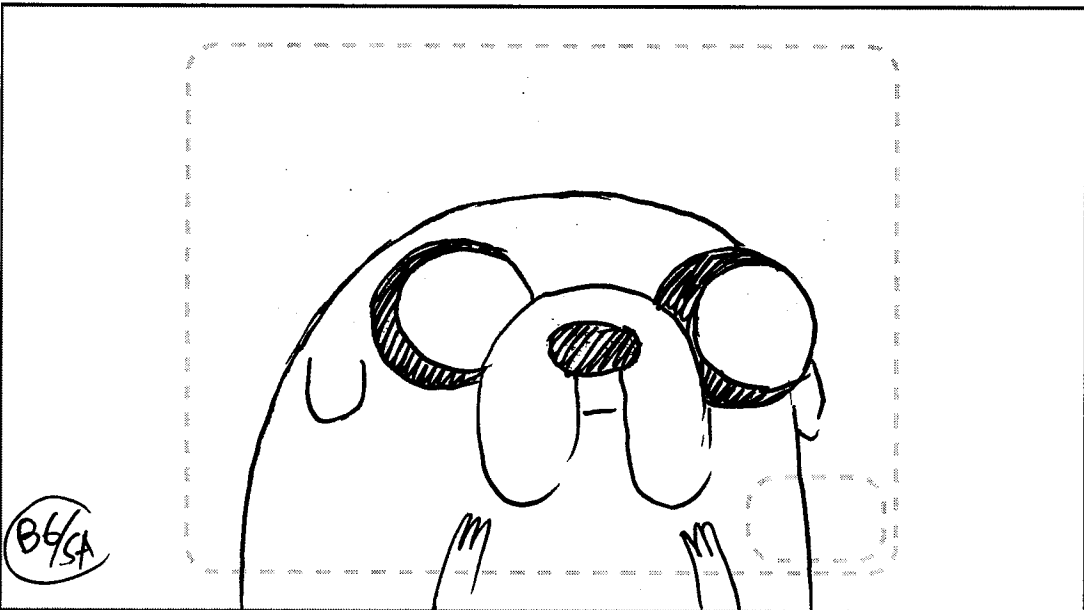
ADVENTURE TIME



Sc. 133 Pnl. D Bg. day night



Sc. 133 Pnl. E Bg. day night



Dialog:

(J:) \* exhale \*

Action:

Timing:

100857  
EPISODE #

A14

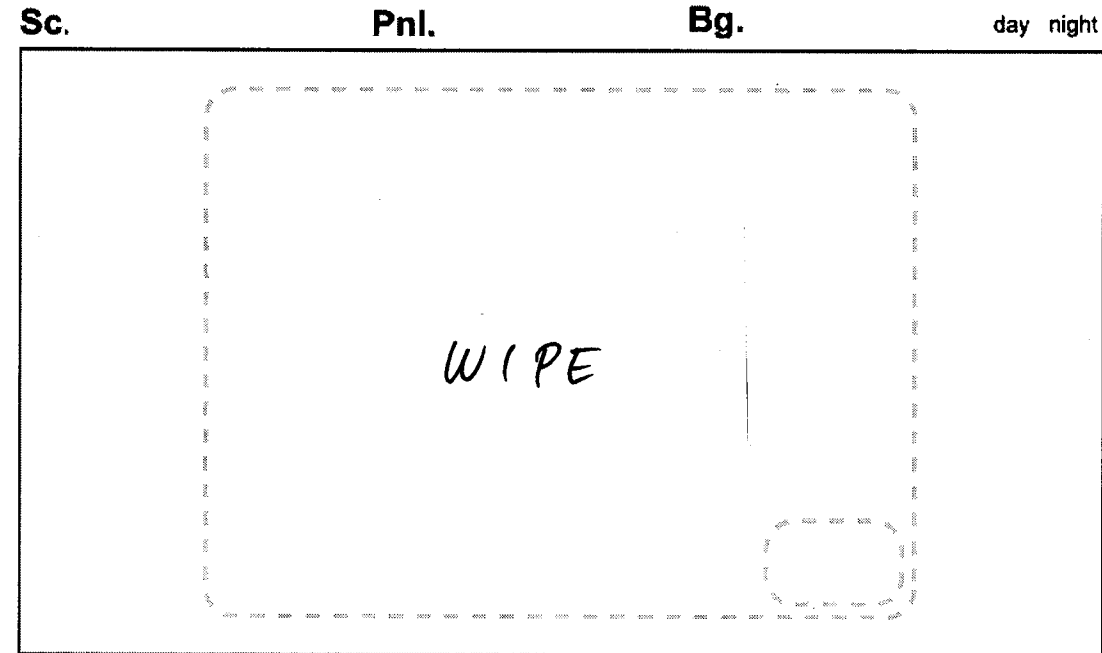
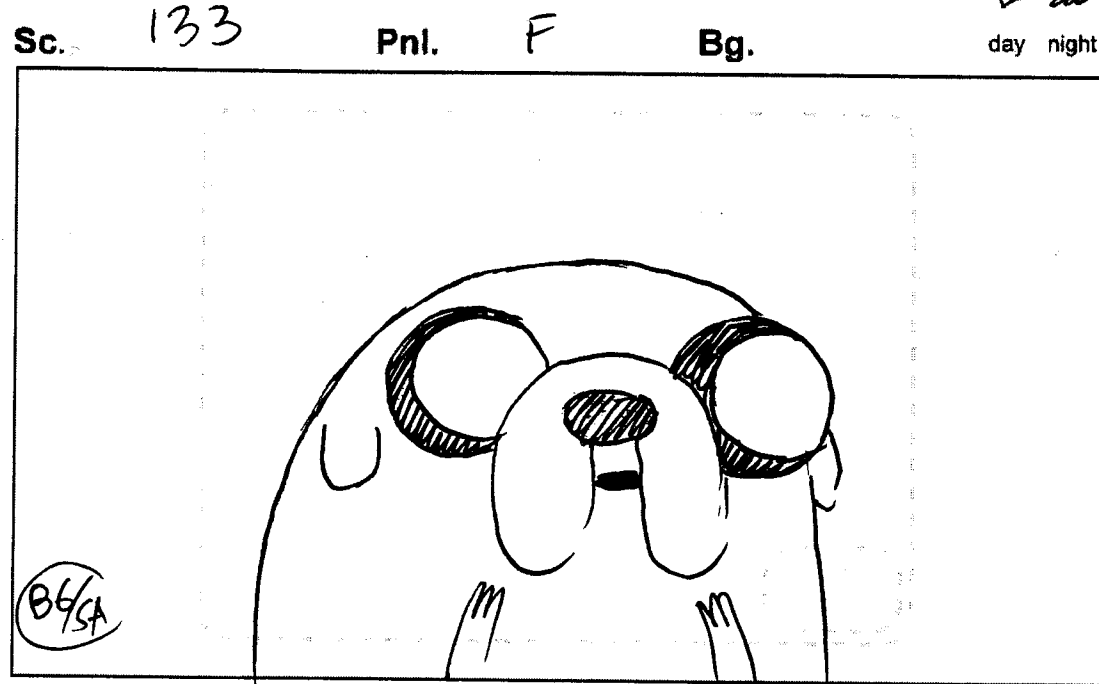
Production :

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# ADVENTURE TIME



Page 167



Dialog:

(J:) Follow me.

Action:

Timing:

100857

EPISODE #

AT

Production :

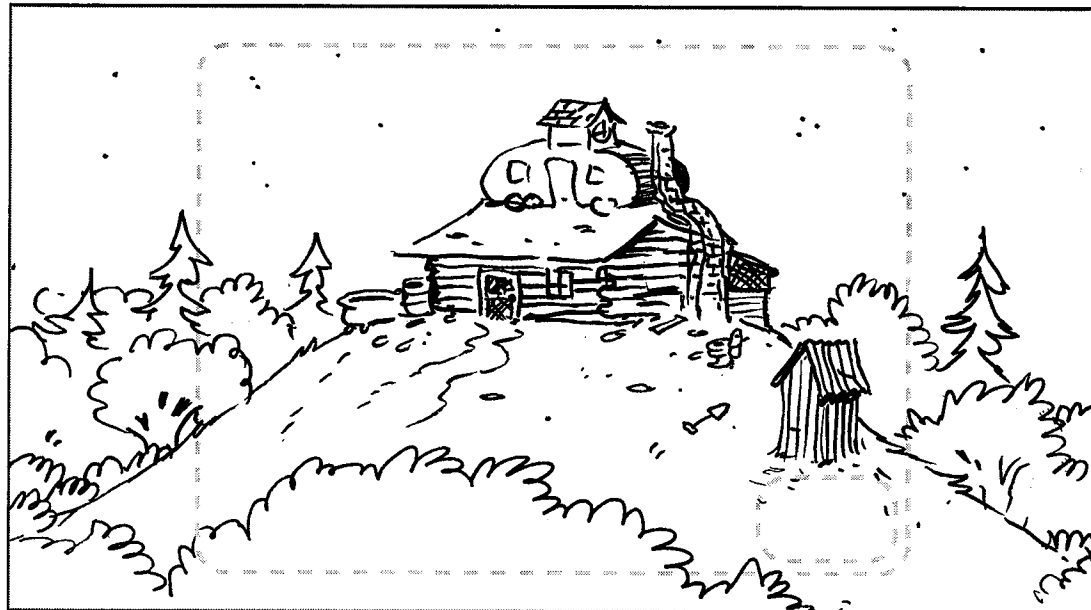
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# ADVENTURE TIME

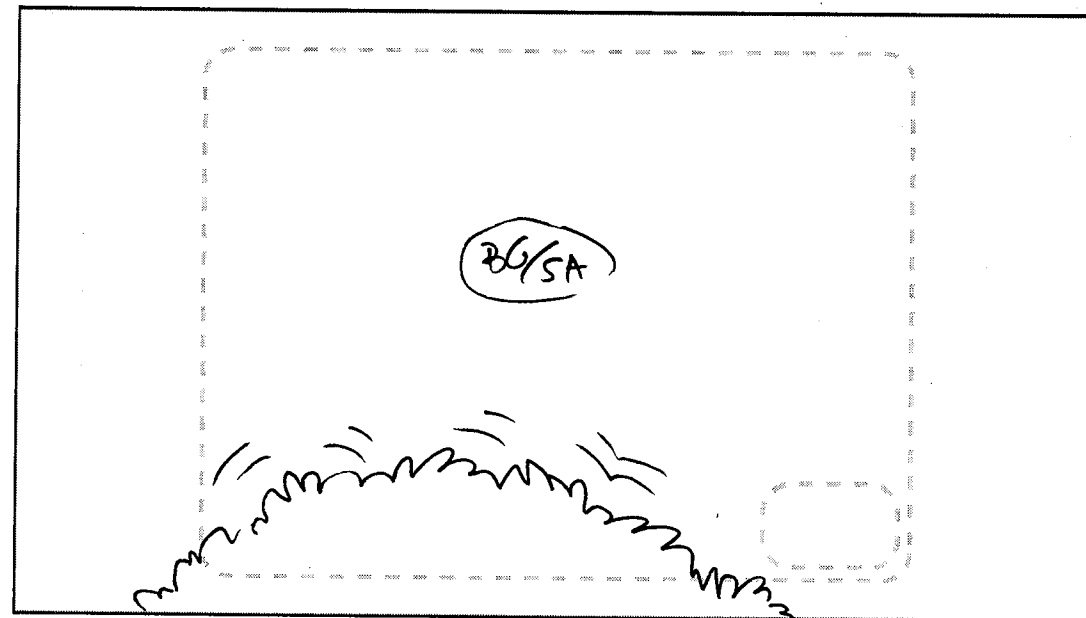


Page 168

Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



Dialog:

Action:

Bush shakes

Timing:

EPISODE #

Production :

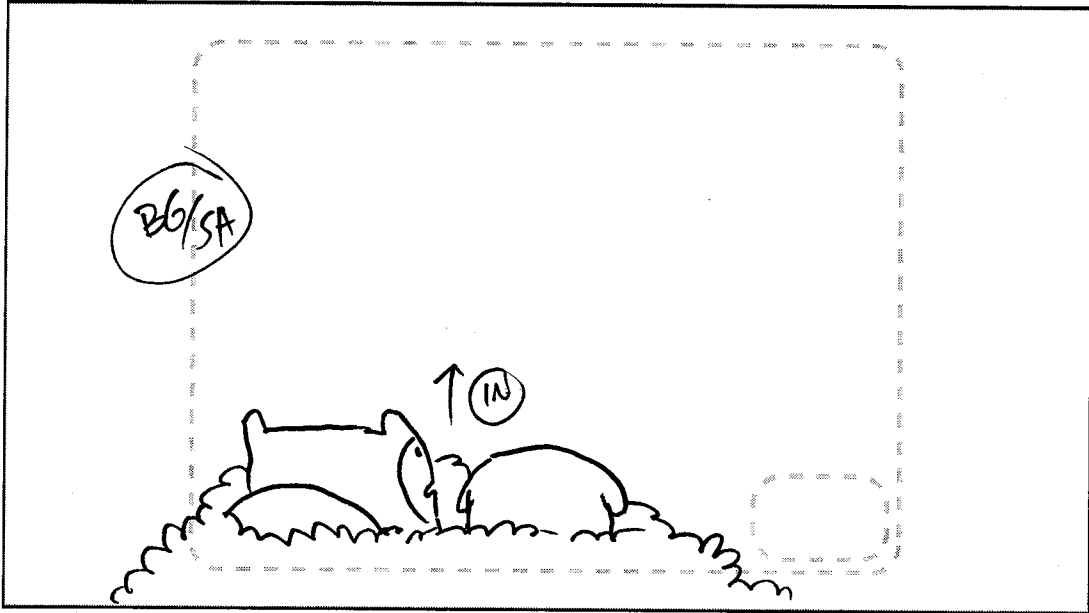
100857

B1

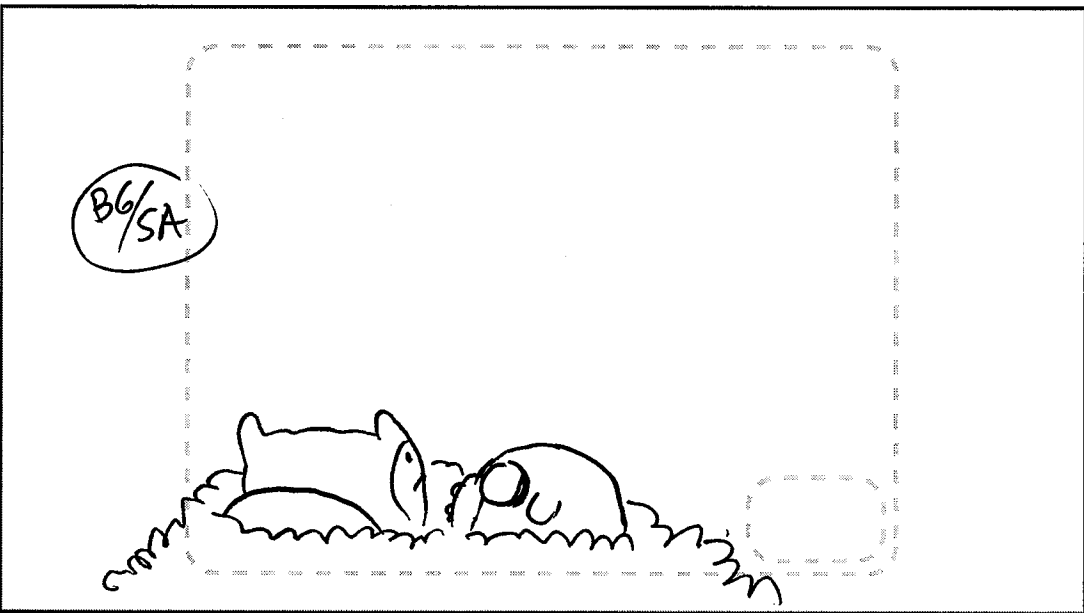
ADVENTURE TIME



Sc. 135 Pnl. C Bg. day night



Sc. 135 Pnl. D Bg. day night



Dialog:
(F:) This is it?
(J:) I can smell 'em in there.
Action:
Timing:

EPISODE # 100857

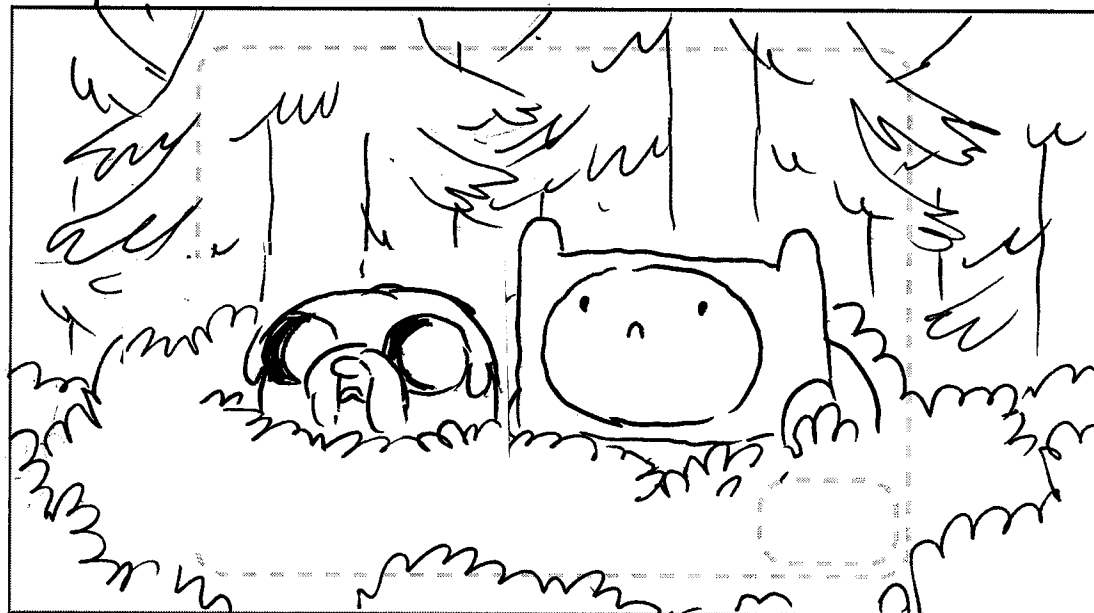
Production :

# ADVENTURE TIME

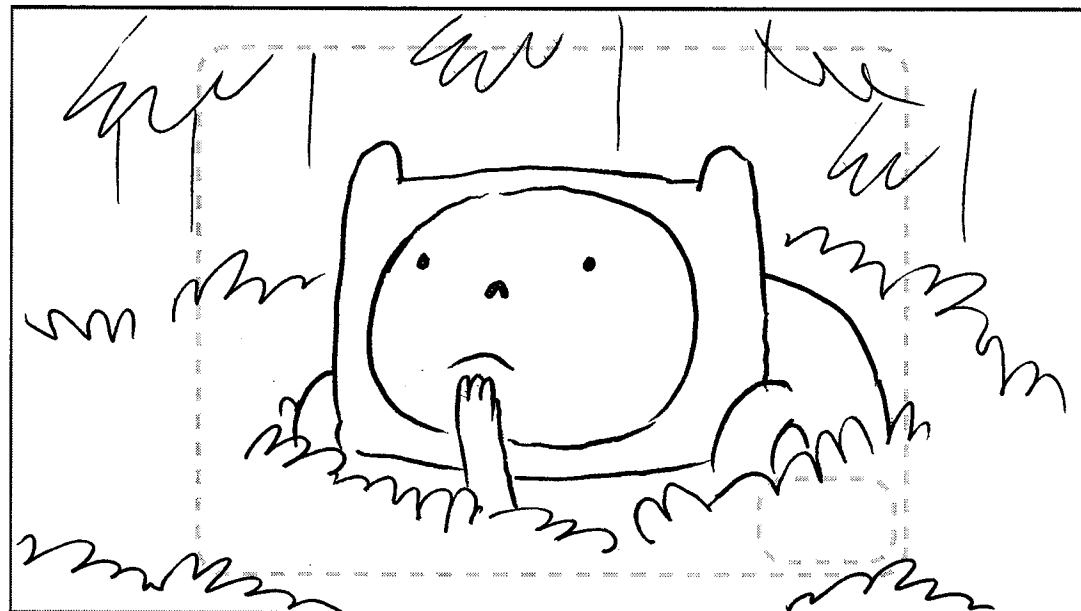


Page 170

Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog:

(J:) So what's the plan?

(F:) uuummm...

Action:

Timing:

100857

EPISODE #

B3

Production :



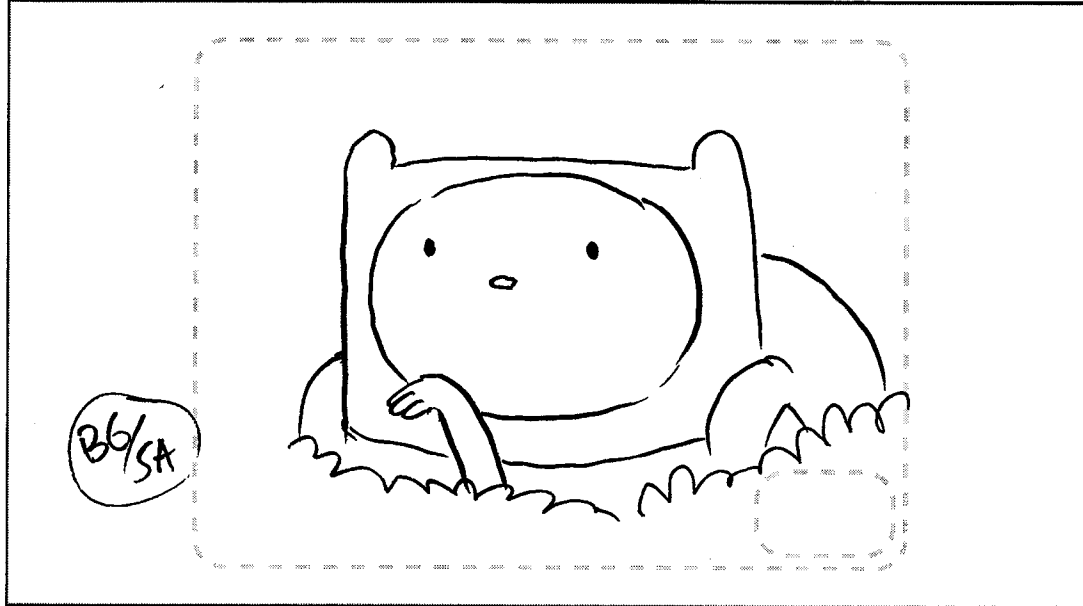
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# ADVENTURE TIME



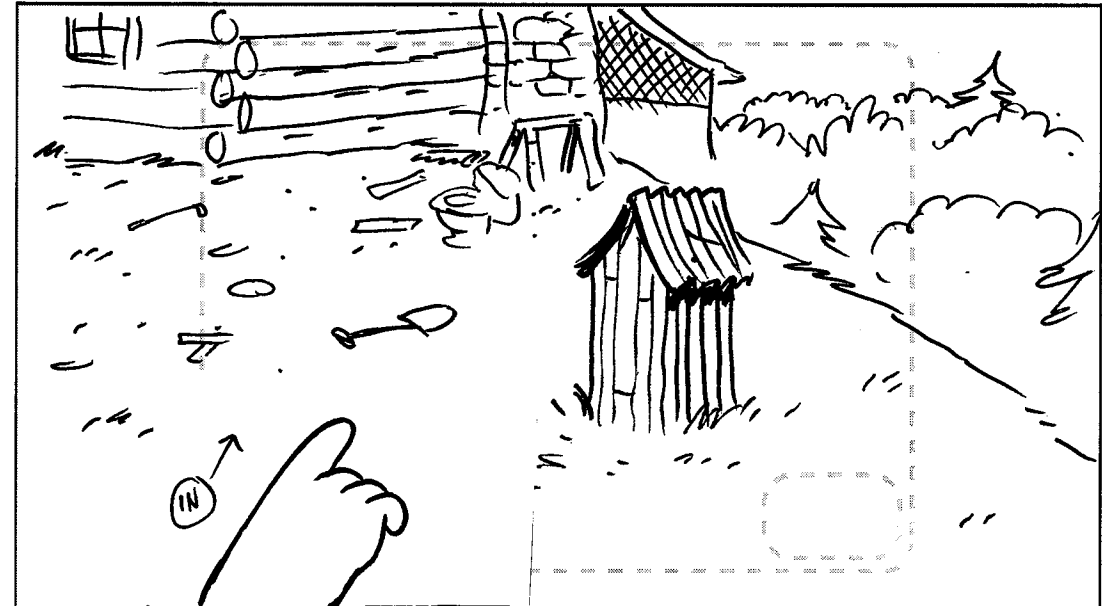
Page 171

Sc. 137 Pnl. B Bg.



day night

Sc. 138 Pnl. A Bg.



day night

Dialog:

(F:) okay -

Action:

Finn points at shovel

Timing:

(F:) You take that shovel →

EPISODE #

100857

Bf

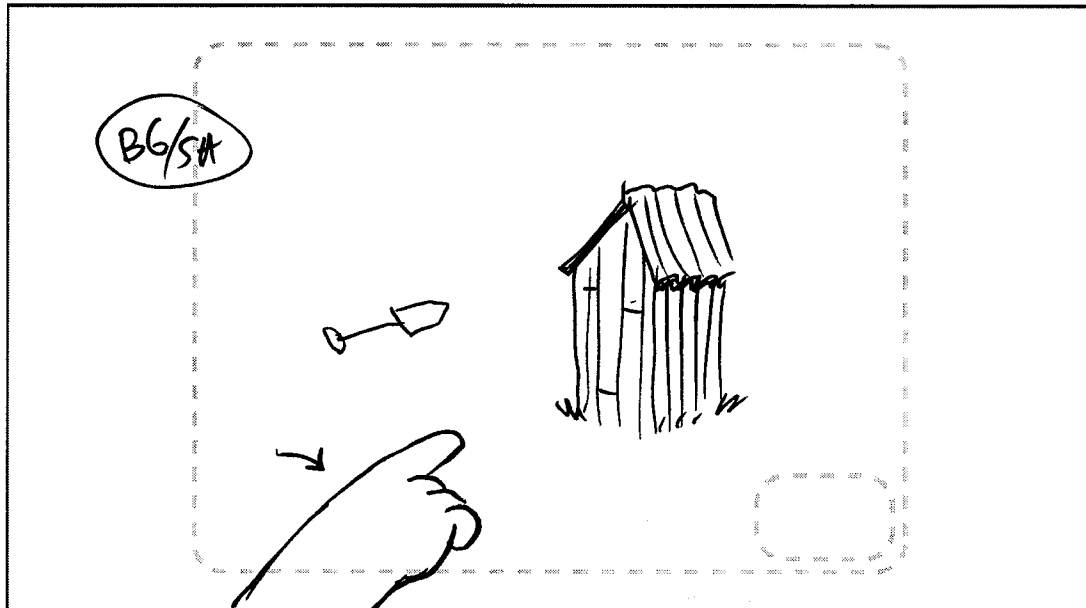
Production :

# ADVENTURE TIME

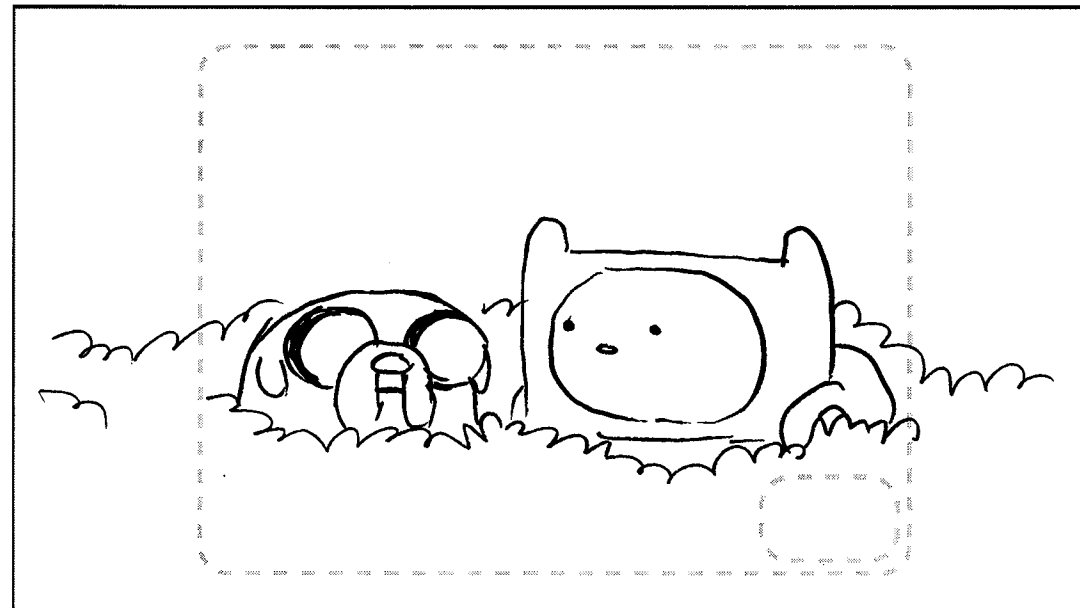


Page 172

Sc. 138 Pnl. B Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog: (F:) And keep banging it against that shed til Ash comes out to see what's happening.

Action: Finn points at shed

Timing:

(F:) Then I'll sneak in and rescue Marceline.

100857

EPISODE #

Production :

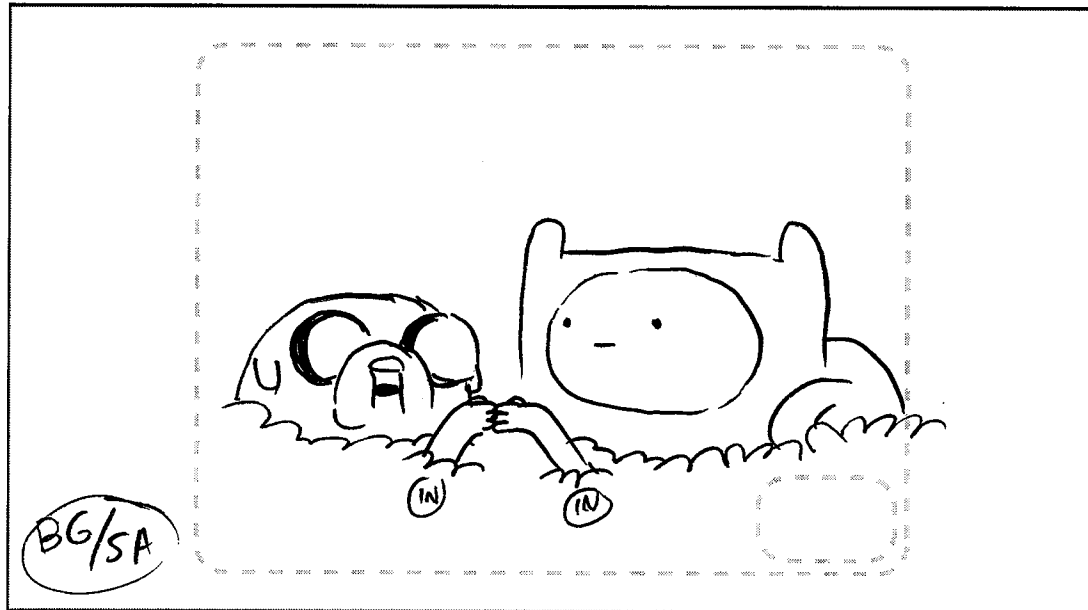
BS

# ADVENTURE TIME

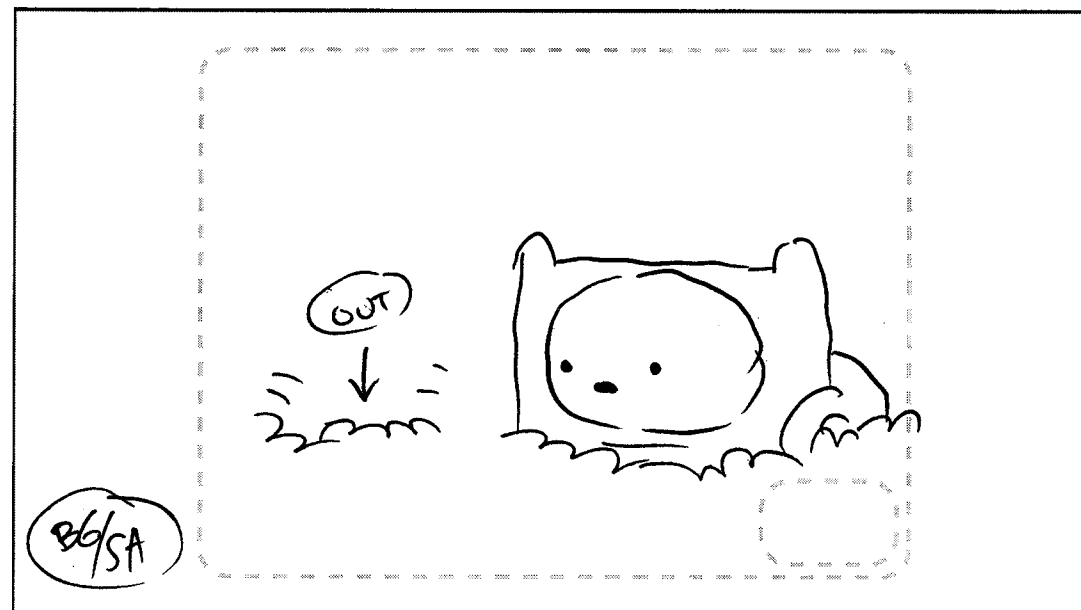


Page 173

Sc. 139 Pnl. B Bg. day night



Sc. 139 Pnl. C Bg. day night



Dialog:

(J:) nice

(F:) Be quick now.

Action:

F + J bump knuckles

Timing:

100857

EPISODE #

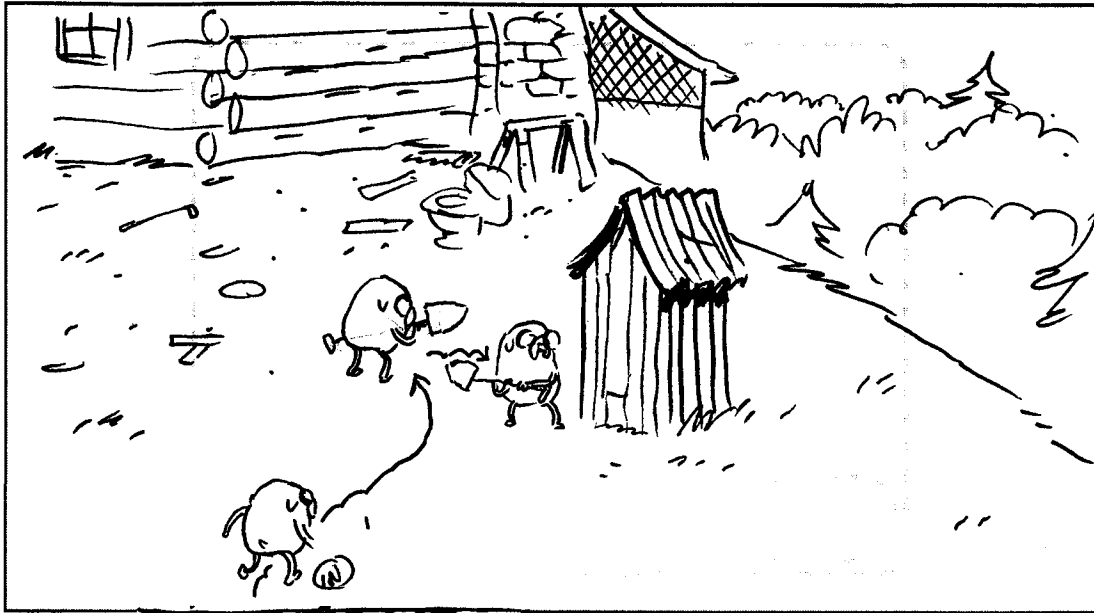
Production :

B6

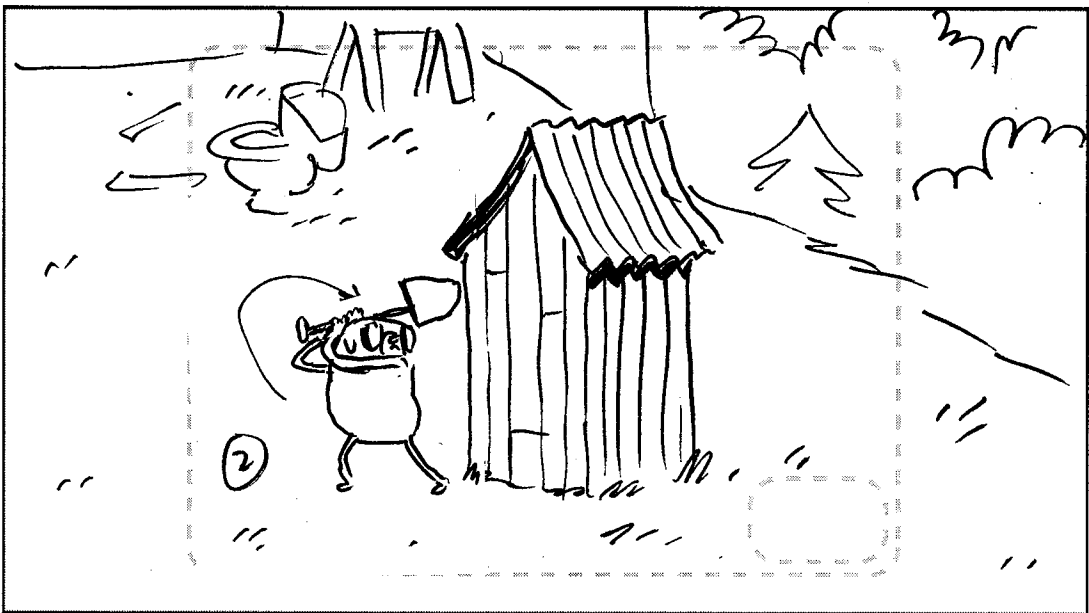
# ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



Dialog:	
Action:	Jake enters, picks up shovel
Timing:	



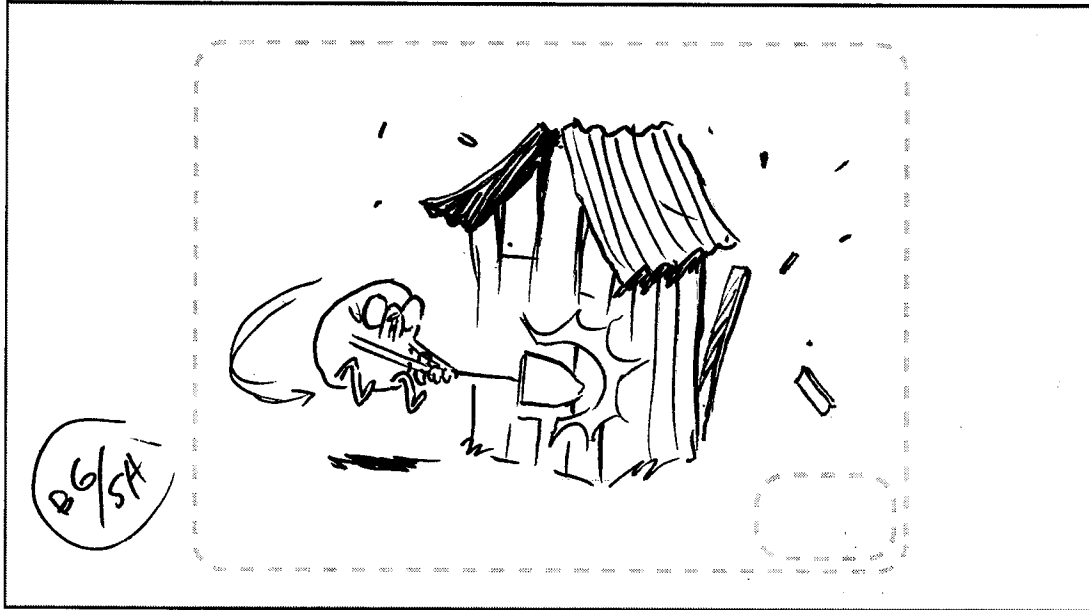
EPISODE # 100857  
R7  
Production :

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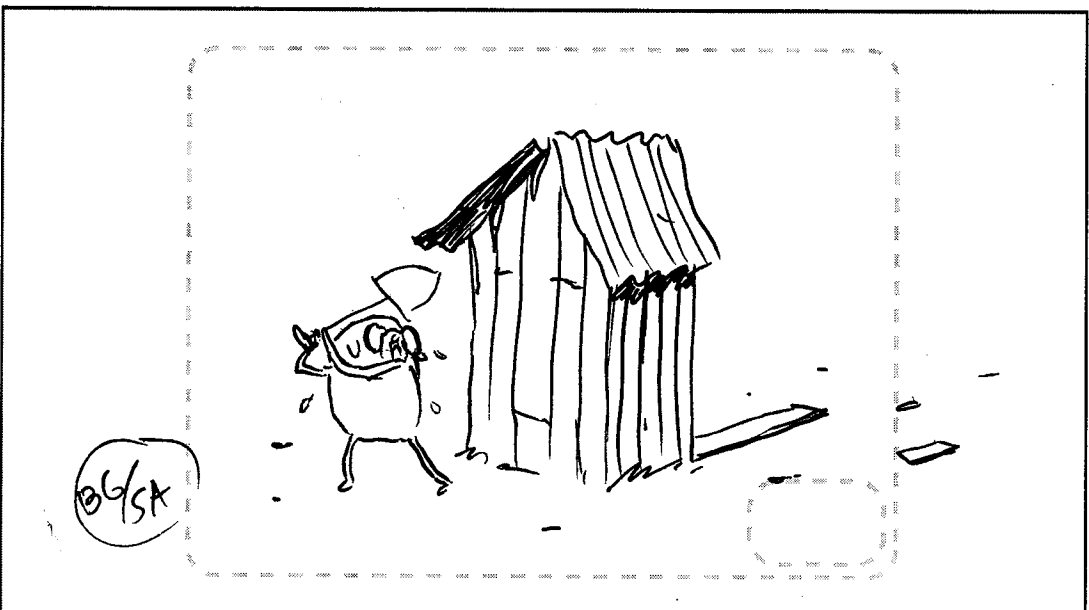
ADVENTURE TIME



Sc. 140 Pnl. C Bg. day night



Sc. 140 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100857

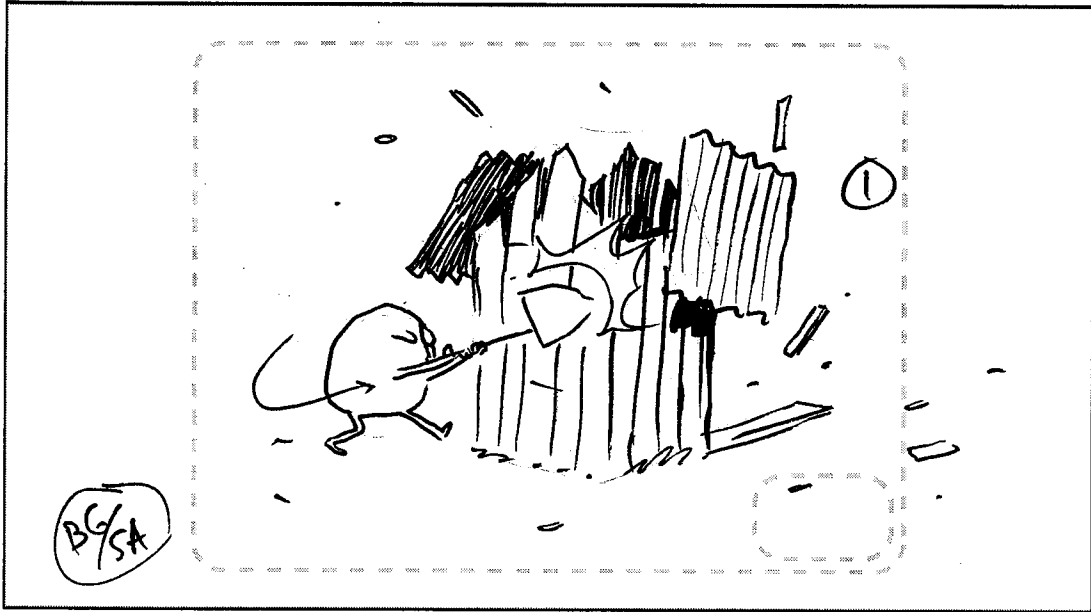
Production :

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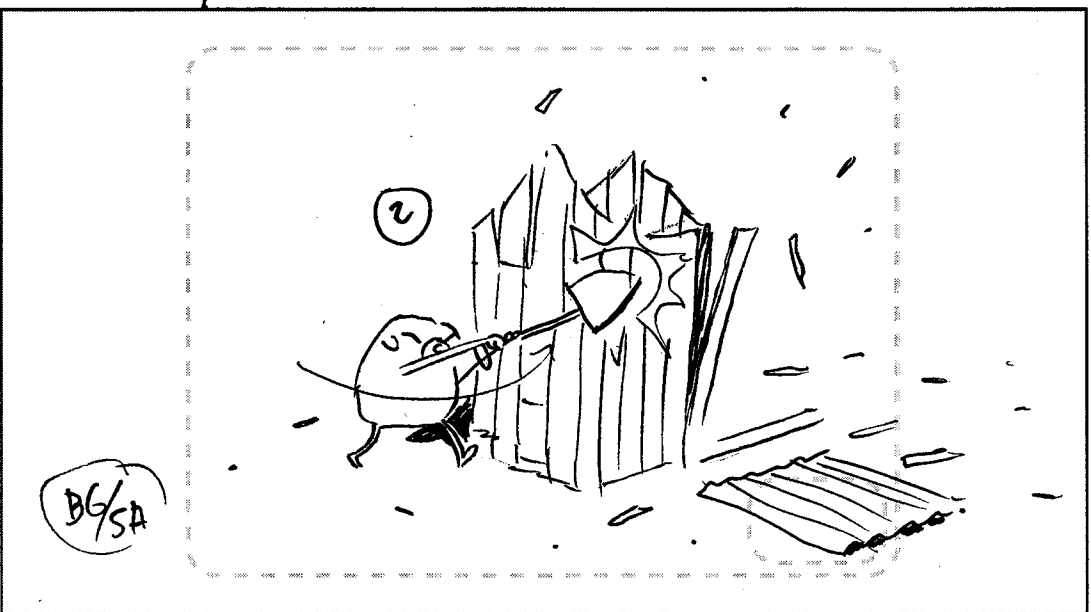
ADVENTURE TIME



Sc. 140 Pnl. E Bg. day night



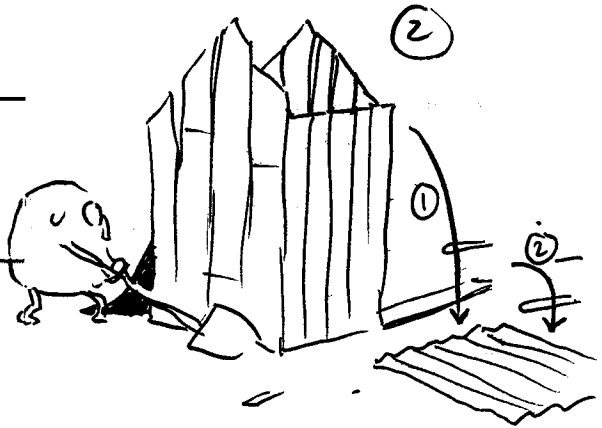
Sc. 140 Pnl. F Bg. day night



Dialog:

Action:

Timing:



EPISODE #

100857

B9

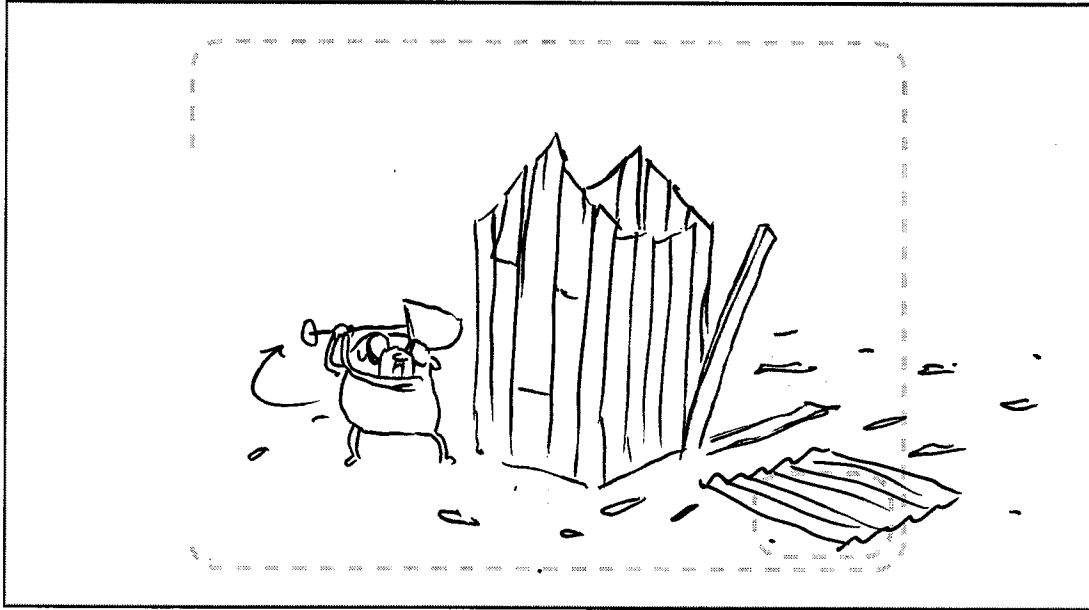
Production :

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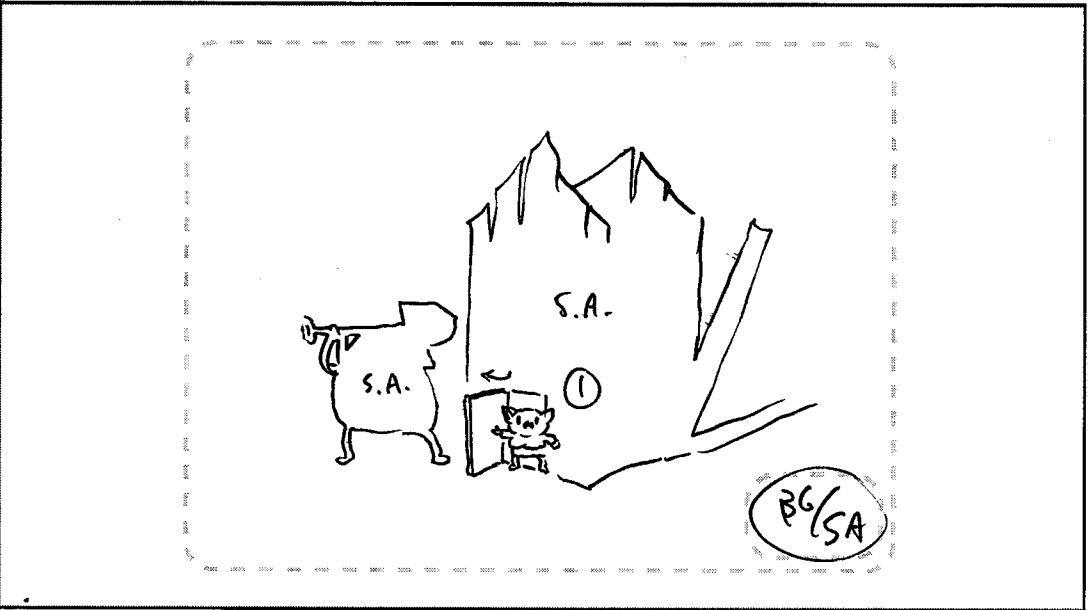
ADVENTURE TIME



Sc. 140 Pnl. G Bg. day night



Sc. 140 Pnl. H Bg. day night

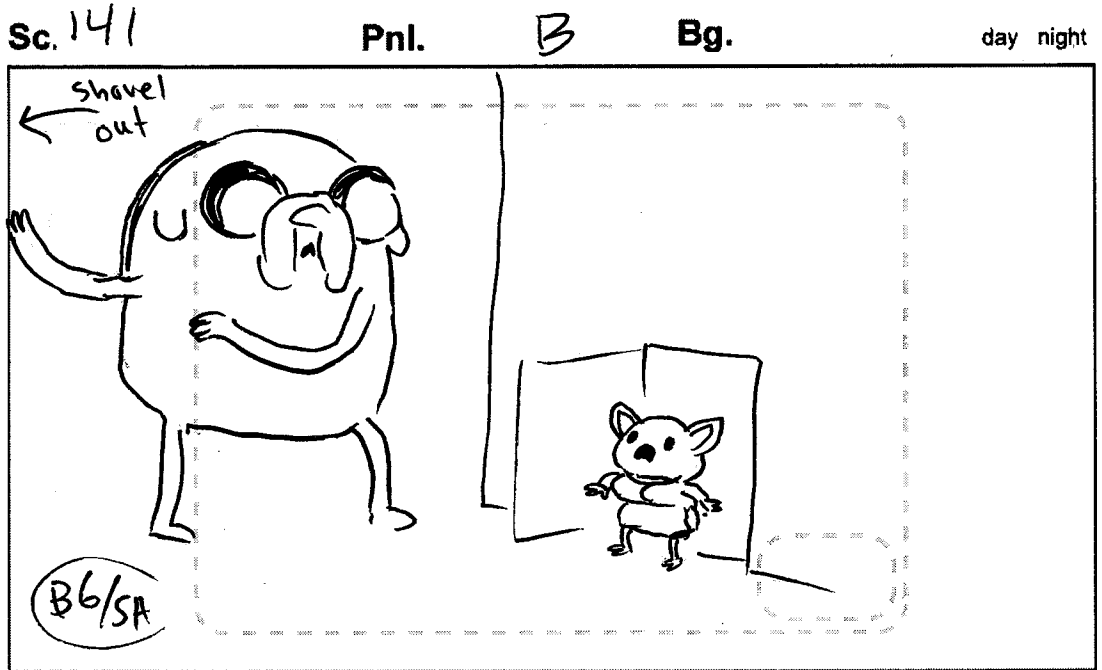
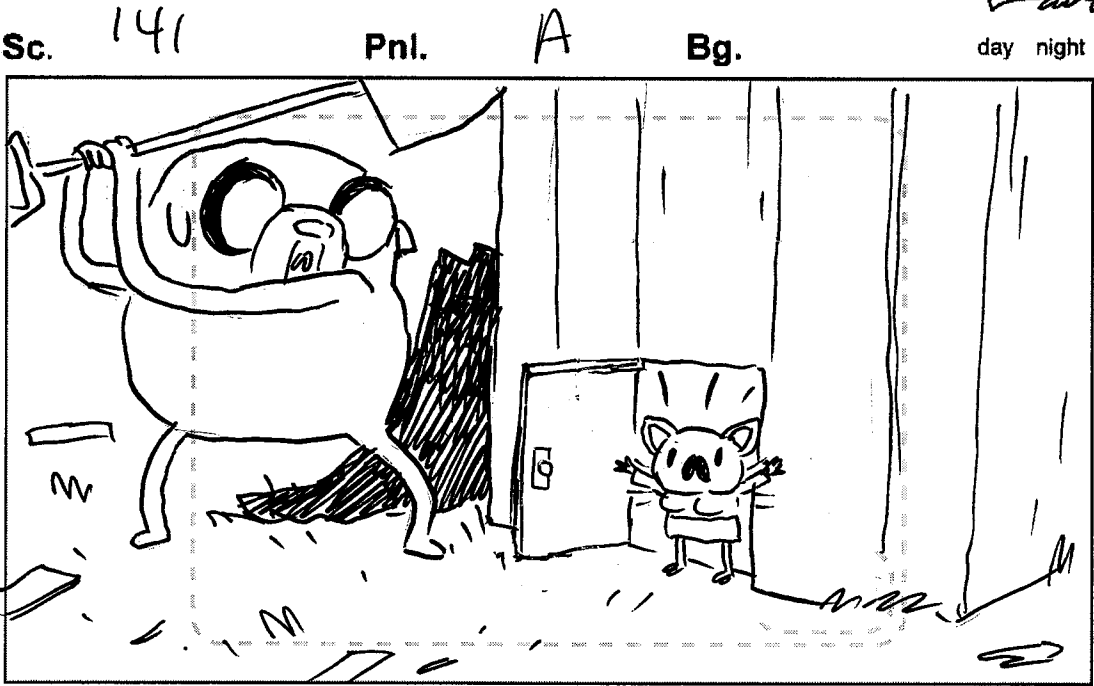


Dialog:	
Action:	
Timing:	

EPISODE # 100857  
Production : BIO

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ADVENTURE TIME



Dialog:

(GOBLIN:) AH AH AH! MY HOUSE!  
WHAT'S HAPPENING ?!!

(J:) wha?...

(GOBLIN:) NO! DON'T HURT ME!!

Action:

Timing:

100857

EPISODE #

Production :

B11

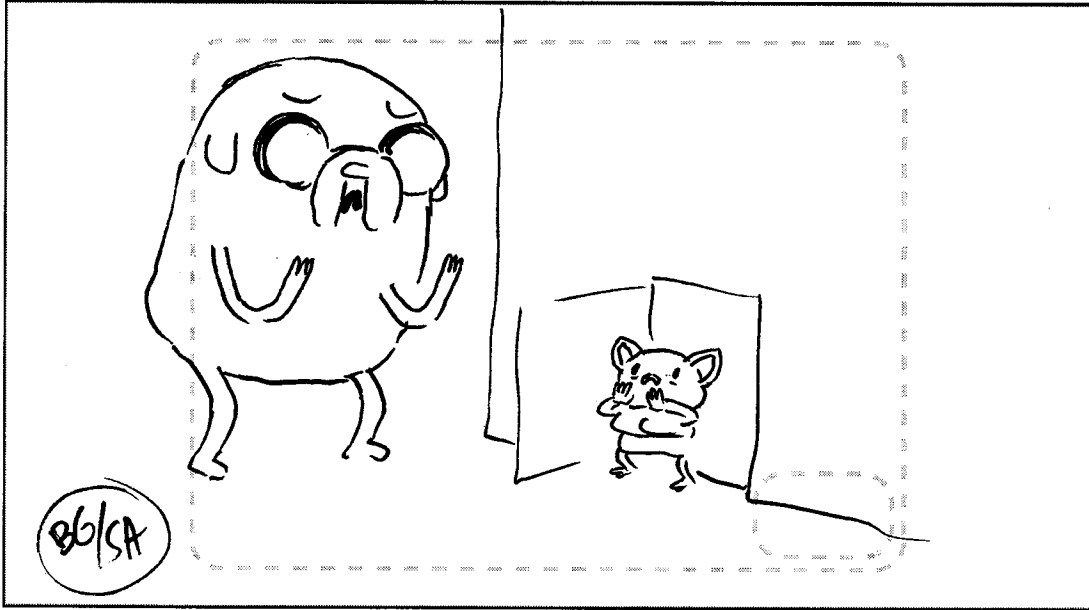


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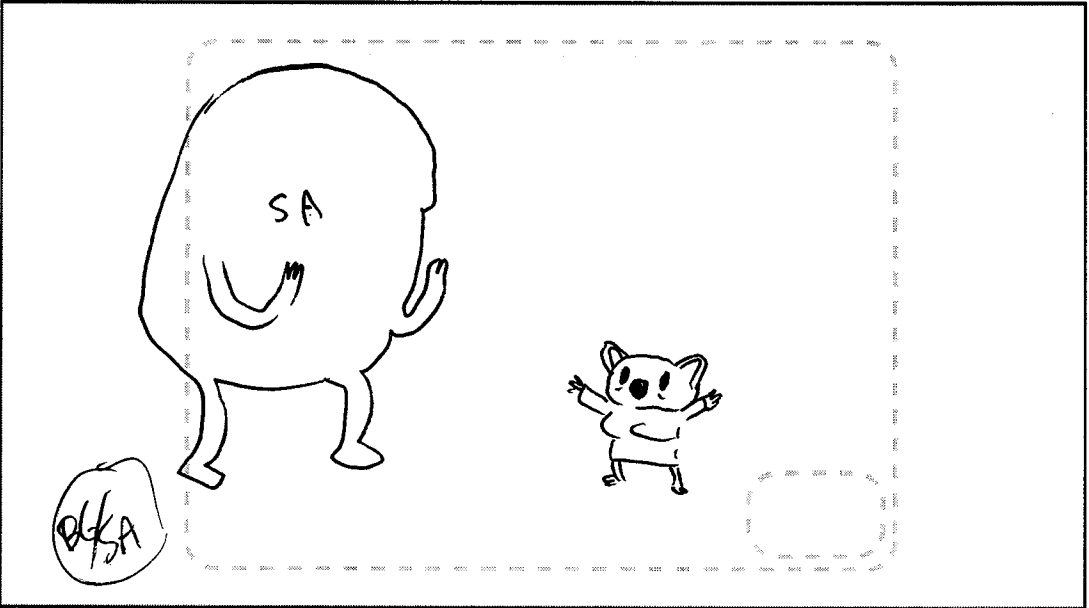
ADVENTURE TIME



Sc. 141 Pnl. C Bg. day night



Sc. 141 Pnl. D Bg. day night



Dialog:	(J:) NO - NO - sorry →	(J:) shh!
Action:		(GOBLIN!) AATIH# !!
Timing:		

EPISODE #

100857

312

Production :

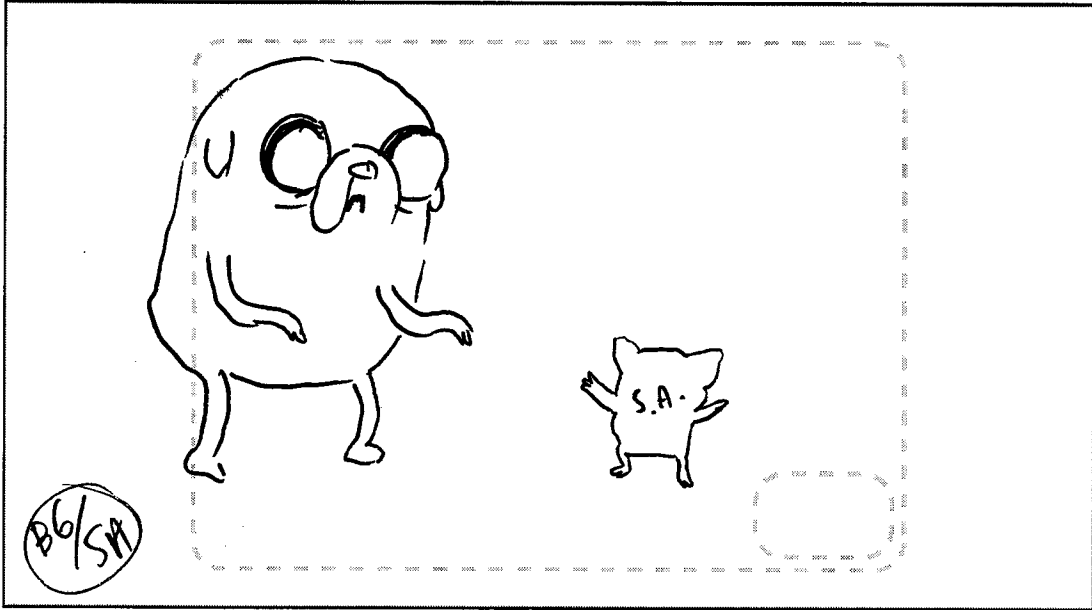
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ADVENTURE TIME

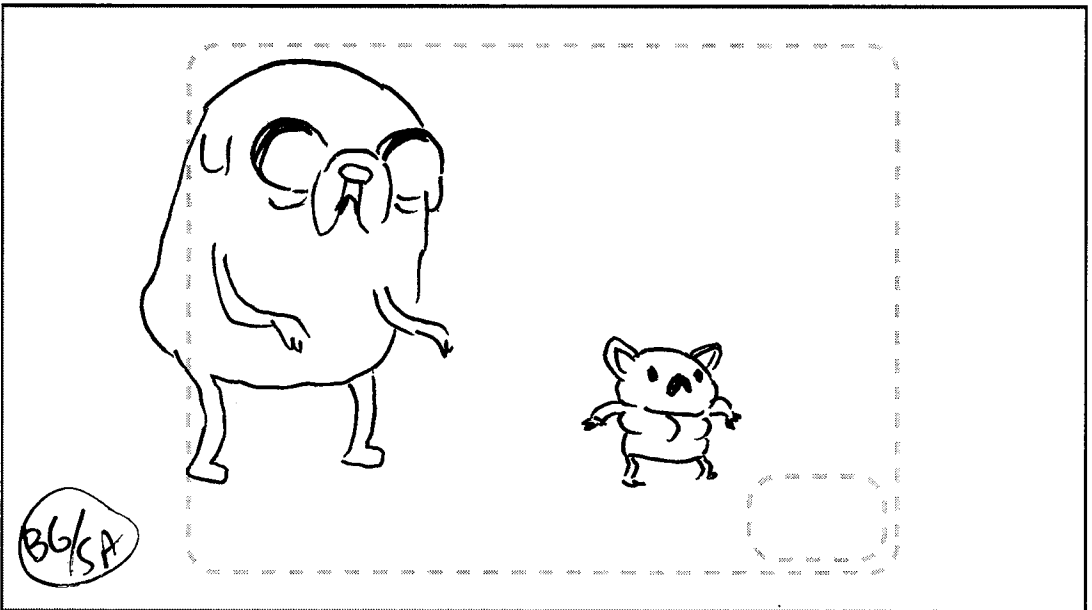


Page 180

Sc. 141 Pnl. E Bg. day night



Sc. 141 Pnl. F Bg. day night



Dialog:	(J:) wait - (GOBLIN) AHH !!	(GOBLIN:) HELP- SOMEONE HELP ME !!
Action:		
Timing:		

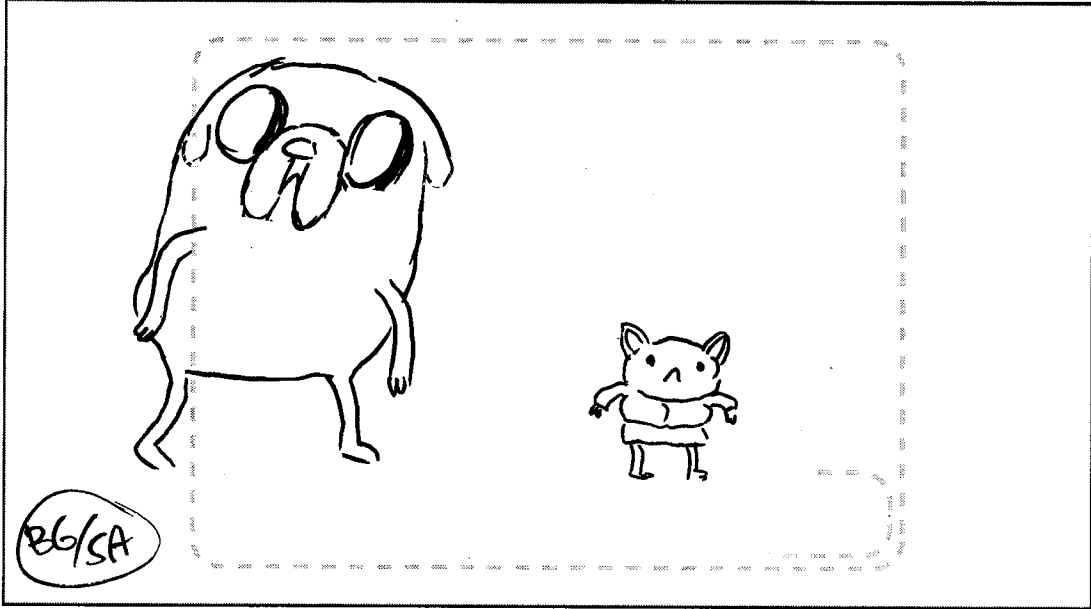
EPISODE # 100857  
B13  
Production :

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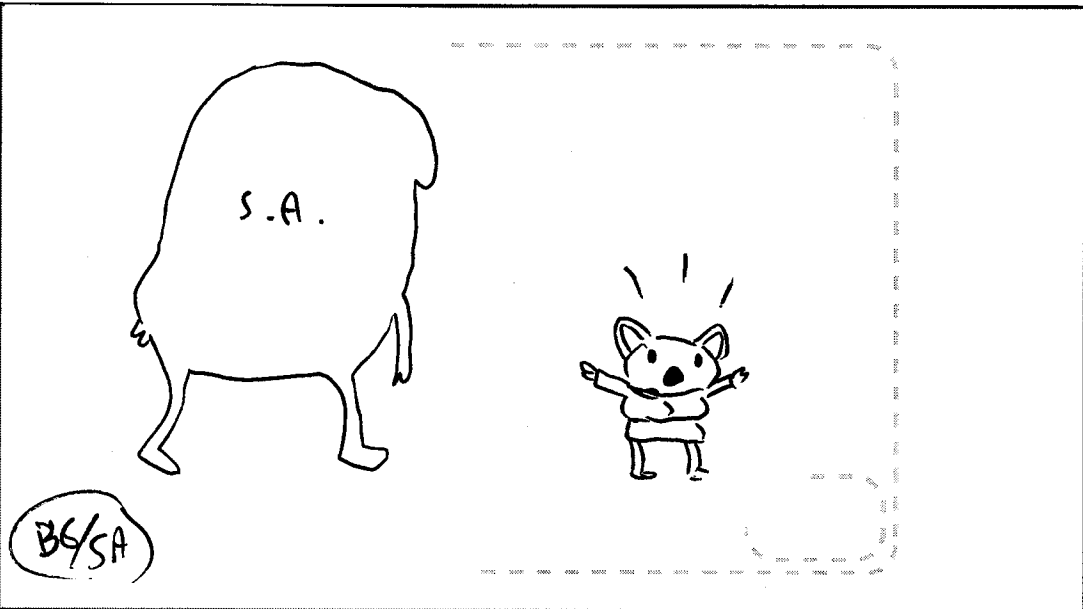
ADVENTURE TIME



Sc. 141 Pnl. G Bg. day night



Sc. 141 Pnl. H Bg. day night



Dialog:
<div>ASH (O.S.) WHAT'S GOING ON OUT THERE !?</div> <div>GOBLIN:) HELP HELP !!</div>
Action:
Timing:

EPISODE # 100857

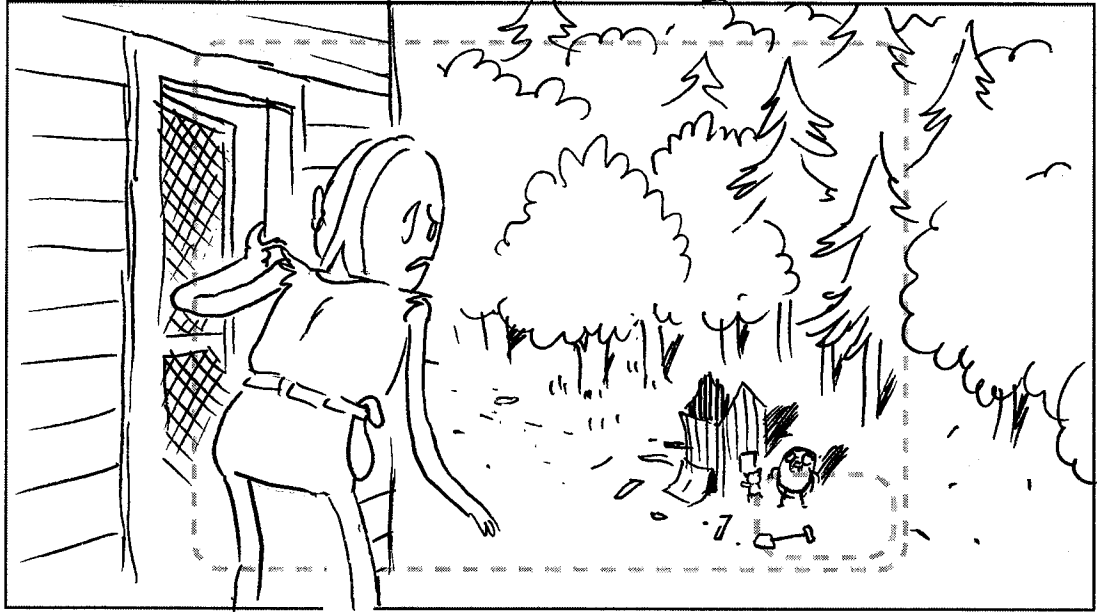
B14

Production :

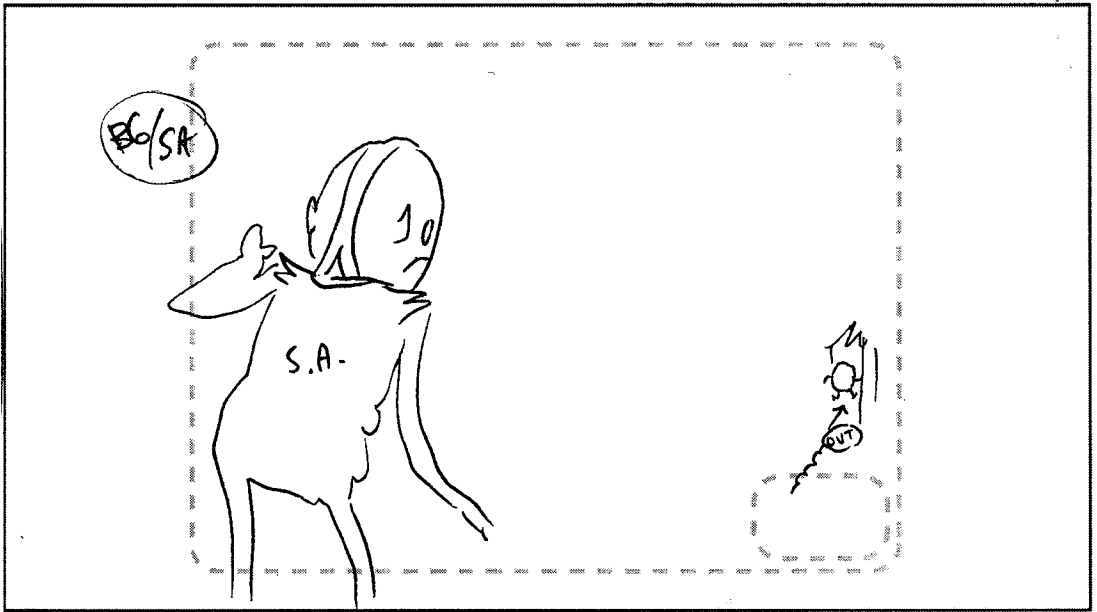
ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog:	
(ASH:) Hey - Hold it you!	
(GOBLIN:) *screaming*	(GOBLIN:) *Screaming*
Action:	Jakes runs into the woods
Timing:	

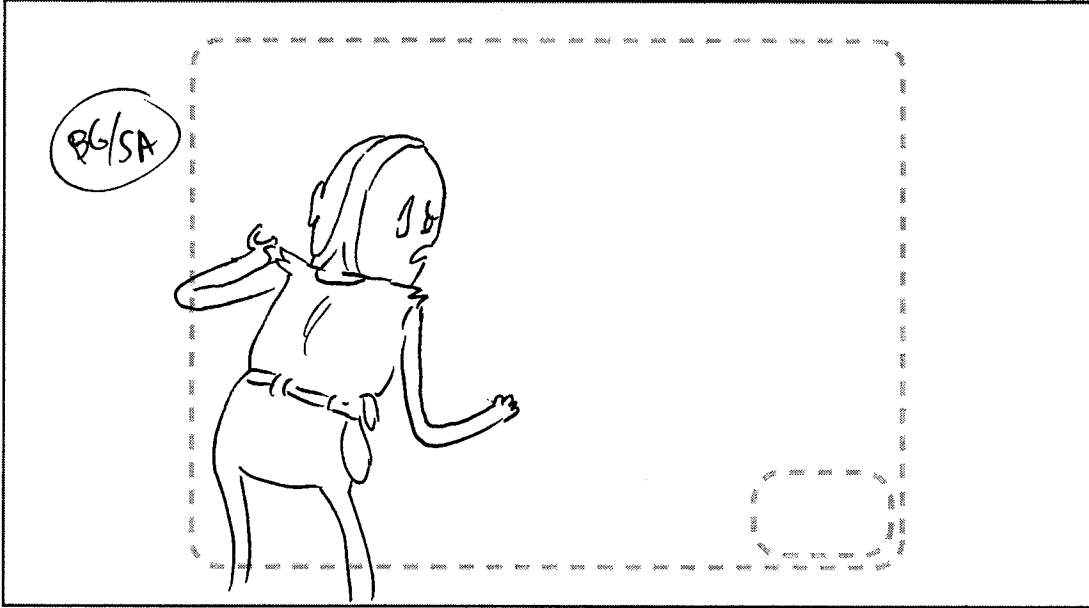


EPISODE # 100857  
B15  
Production :

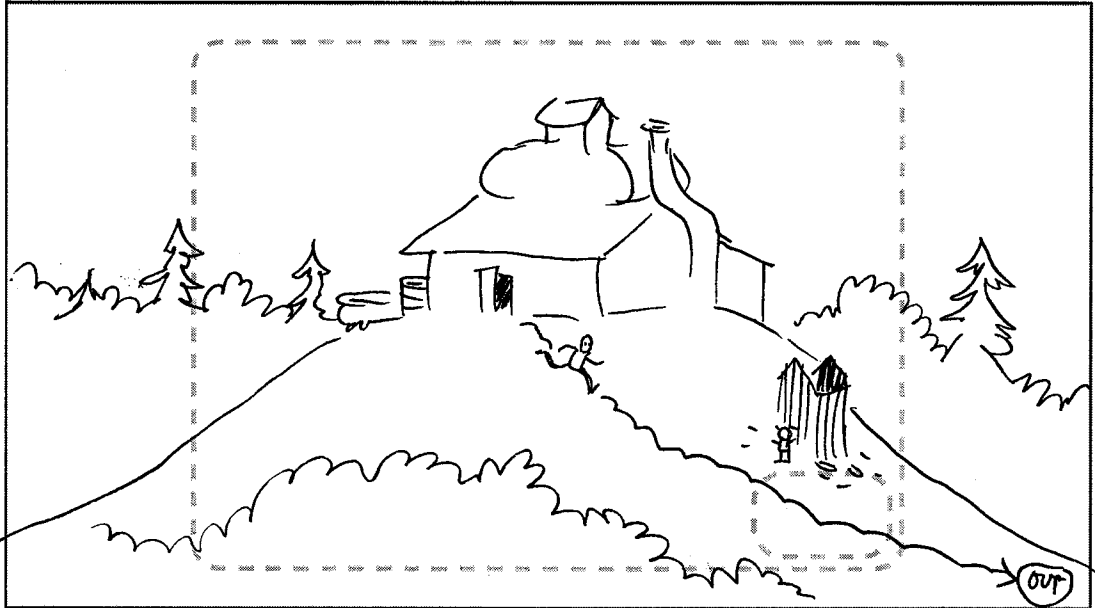
ADVENTURE TIME



Sc. 142 Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



<b>Dialog:</b> (ASH:) HEY!! (GOBLIN:) * screaming *		<b>Dialog:</b> (ASH:) GET BACK HERE !! (GOBLIN:) * * screaming *	
<b>Action:</b>			
<b>Timing:</b>			

EPISODE # 100857

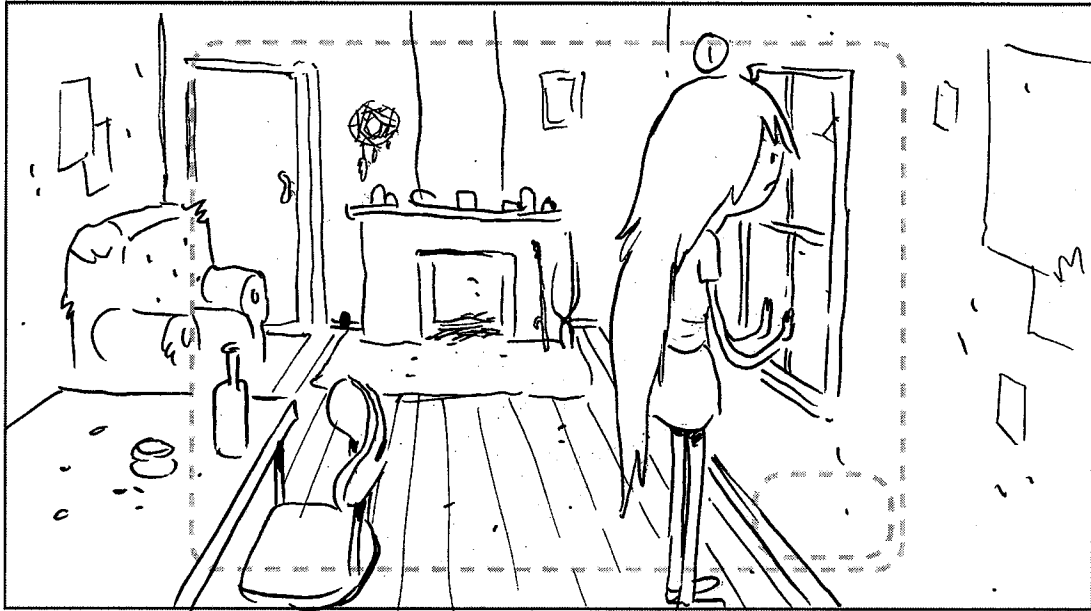
B16

Production :

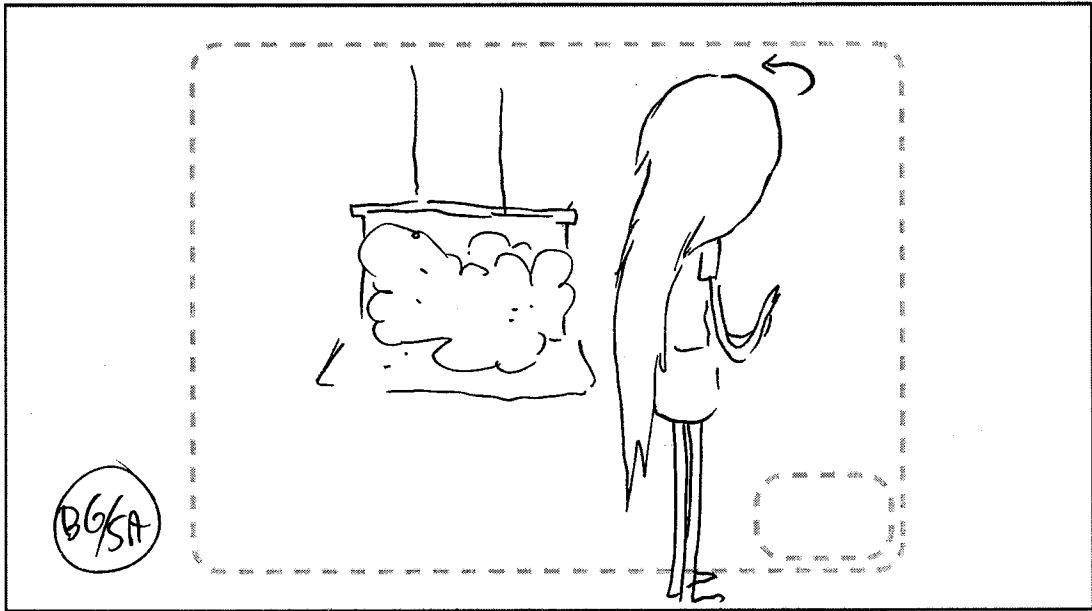
ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

Action:

Timing:



SFX: Shooooom-thumpoof

Ash cloud erupts from chimney

EPISODE #

100857

Production :

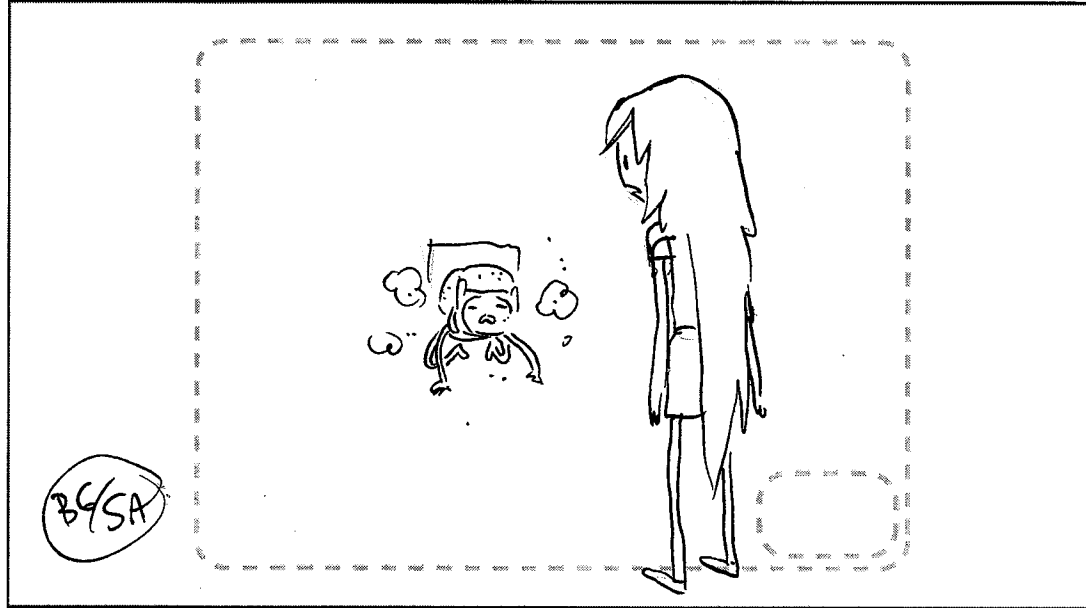
# ADVENTURE TIME



Page 185

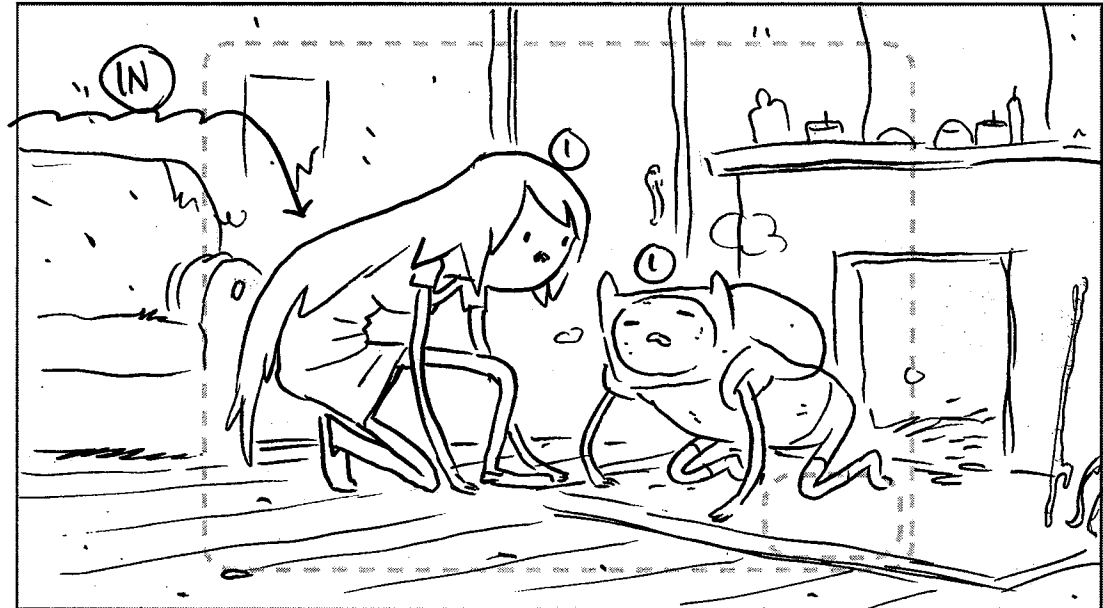
Sc. 144 Pnl. C Bg.

day night



Sc. 145 Pnl. A Bg.

day night

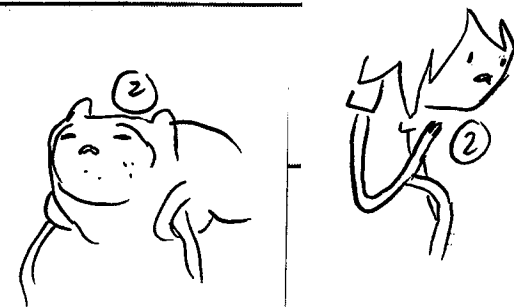


Dialog: F: \*coughing\*  
M: Finn?

(M:) ① Finn what are you doing?  
② You can't be here

Action:

Timing:



EPISODE #

100857

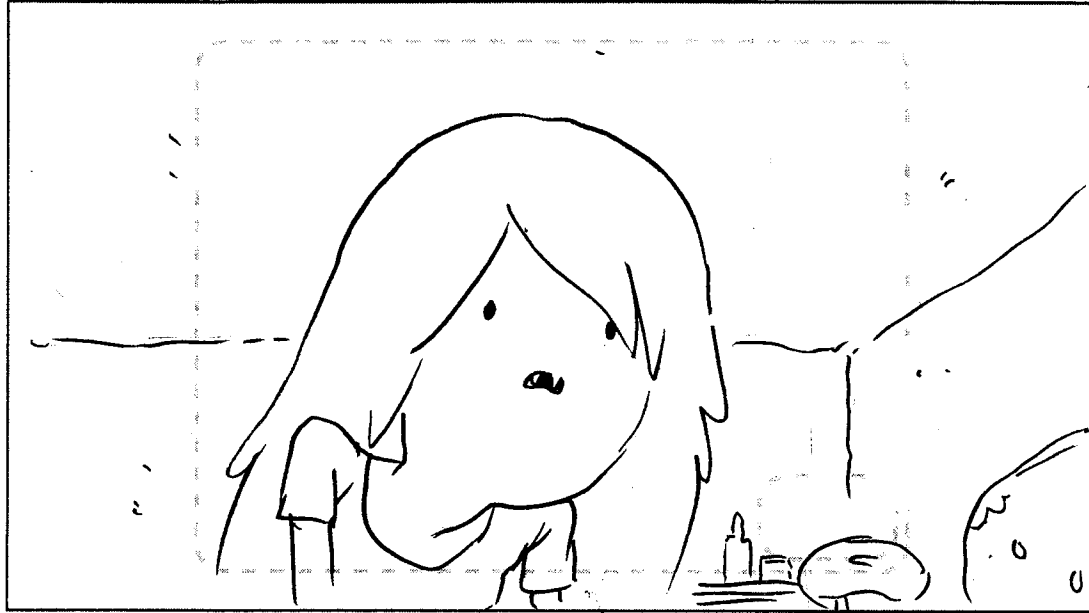
Production :

# ADVENTURE TIME

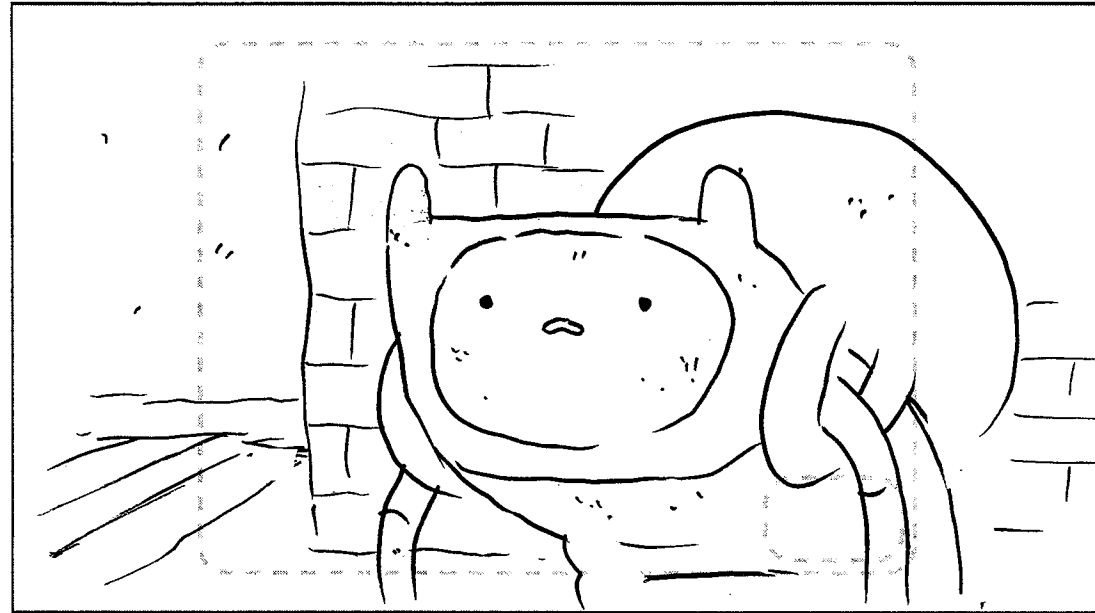


Page 186

Sc. 146 Pnl. A Bg. day night



Sc. 147 Pnl. A Bg. day night



Dialog:

(M:) Ash doesn't like me hanging out with mere mortals!

(F:) Yeah okay - sorry Marceline - I'll go.

Action:

Timing:

EPISODE # 100857

Production :

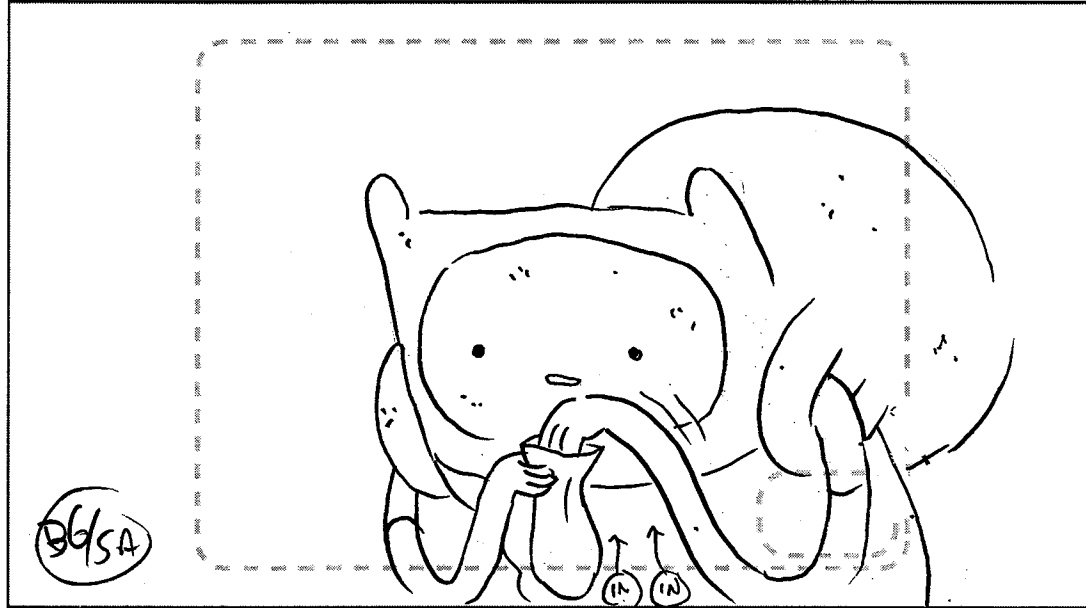


# ADVENTURE TIME

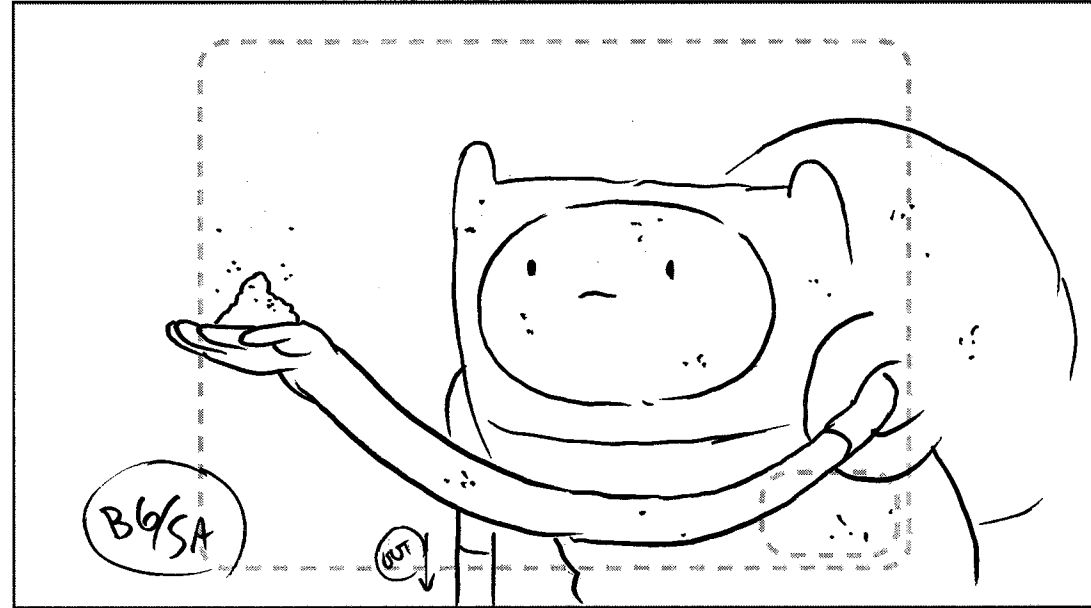


Page 187

Sc. 147 Pnl. B Bg. day night



Sc. 147 Pnl. C Bg. day night



Dialog:

(F:) I've just gotta show you something first.

Action:

Finn takes magic powder from bag

Timing:

EPISODE #

100857

Production :

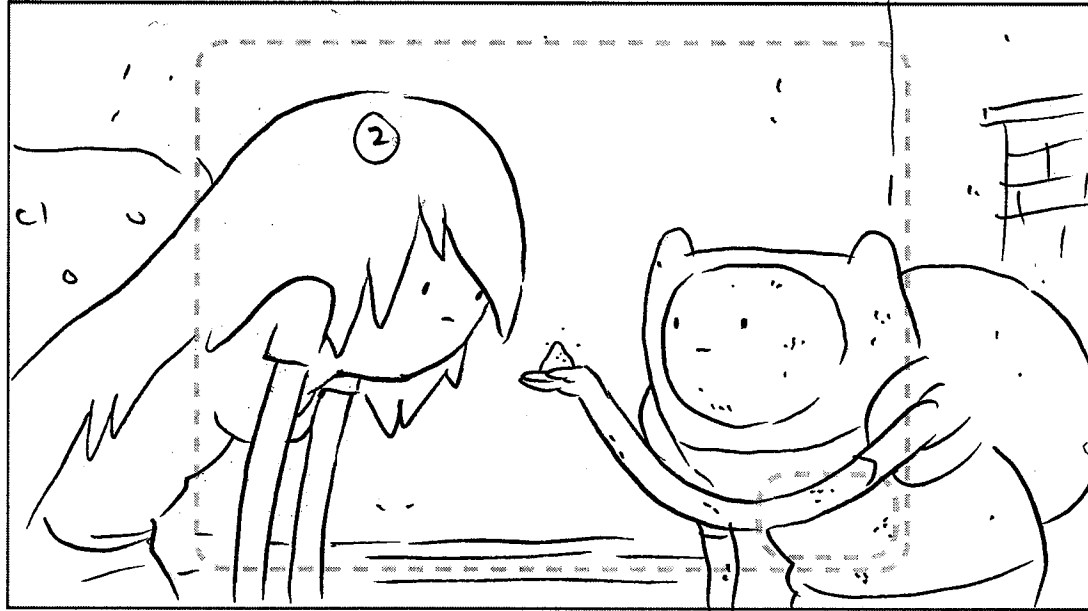
020

# ADVENTURE TIME

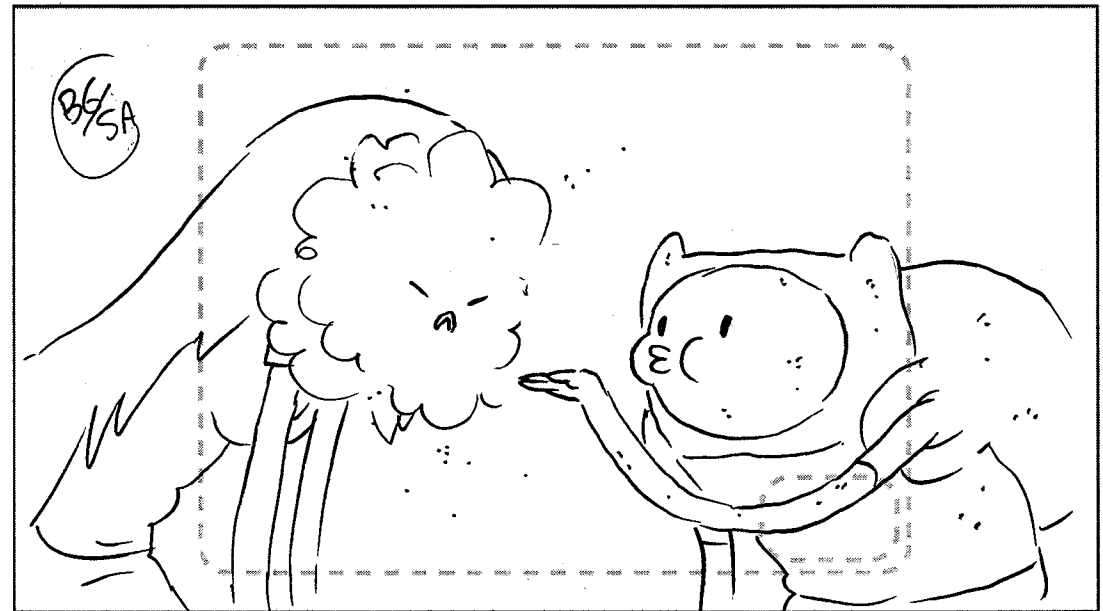


Page 188

Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

Action: Marceline leans in to look at powder

Timing:



(F:) \* phewew! \*

Finn blows powder in Marceline's face

EPISODE # 100857

Production :

B21

ADVENTURE TIME



Sc. 148 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(M:)\*cough cough !!\*

Action:

powder cloud fills screen.

Timing:

EPISODE # 100857

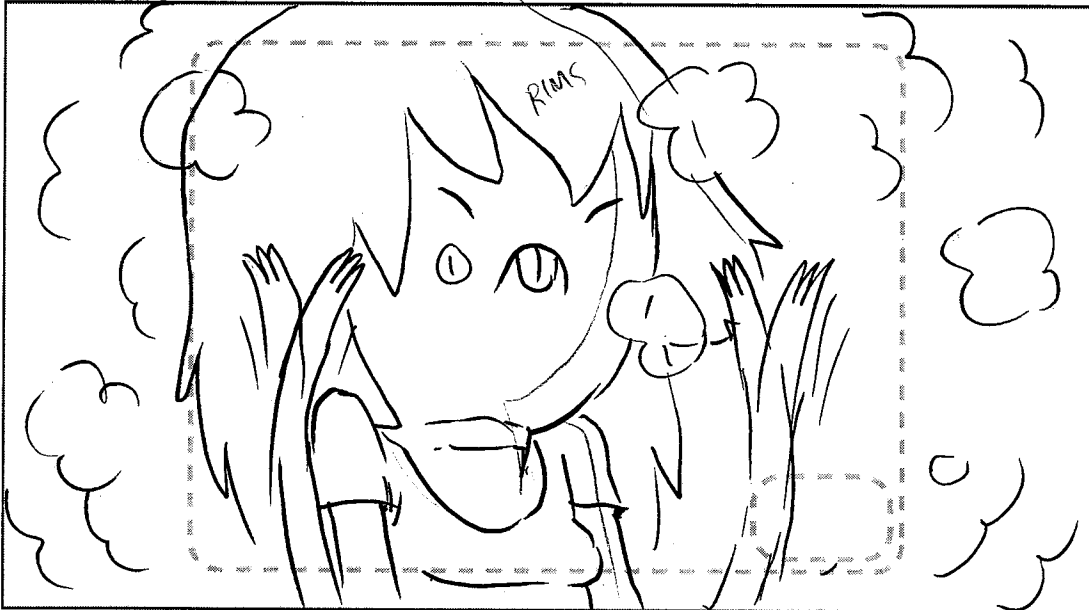
B22

Production :

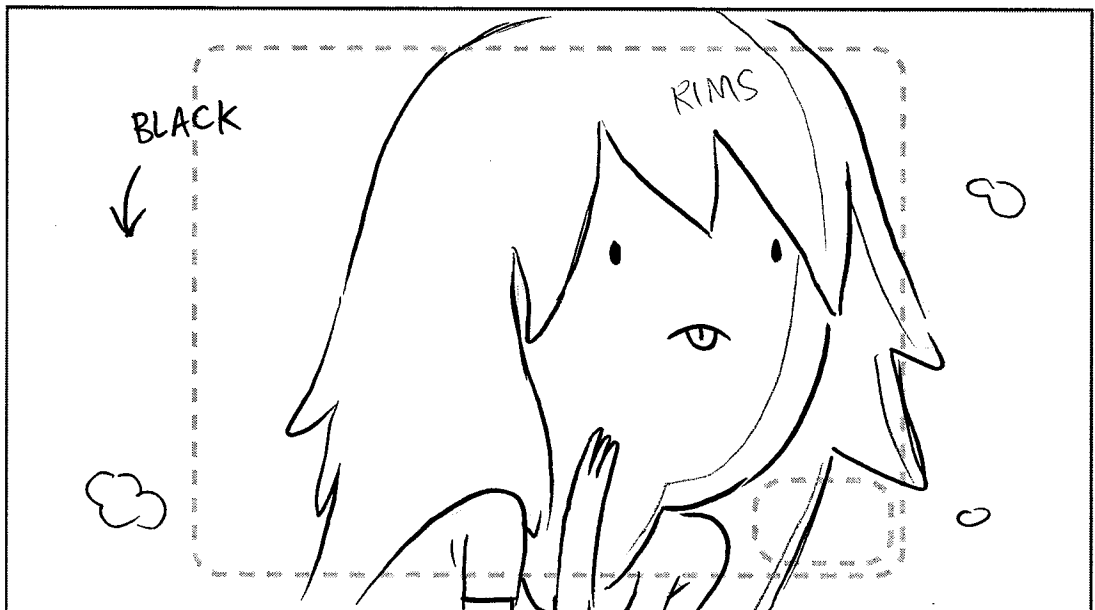
ADVENTURE TIME



Sc. 148 Pnl. D Bg. day night



Sc. 148 Pnl. E Bg. day night

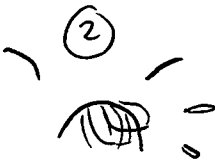


Dialog:  
(M:) ② \* sp b b bpt! \*

Action:  
- Marceline fans powder away  
- Spits out powder in mouth

Timing:

\* Blinks twice  
- smoke clears, revealing black BG

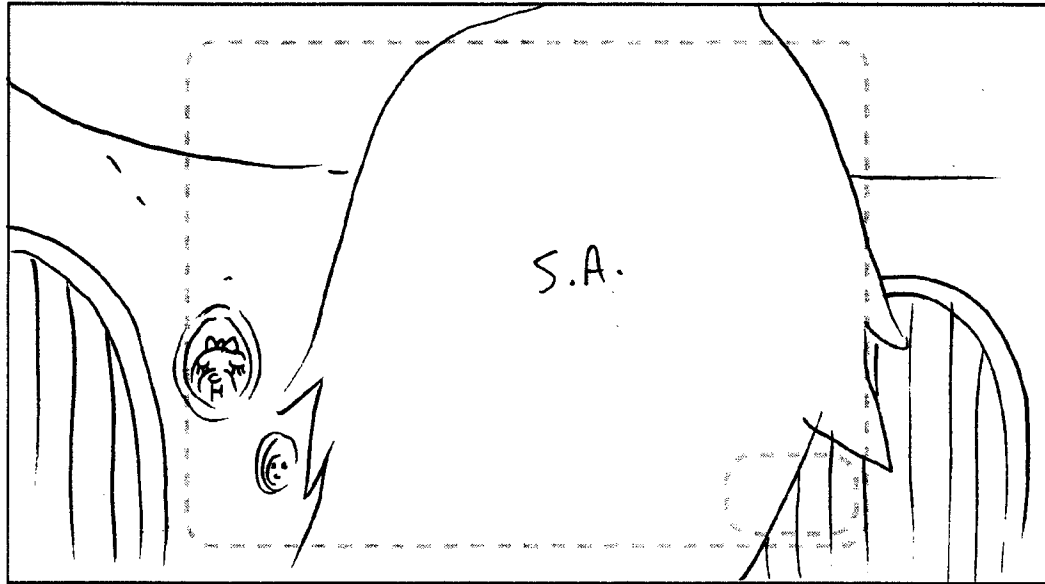


EPISODE # 100857  
Production :

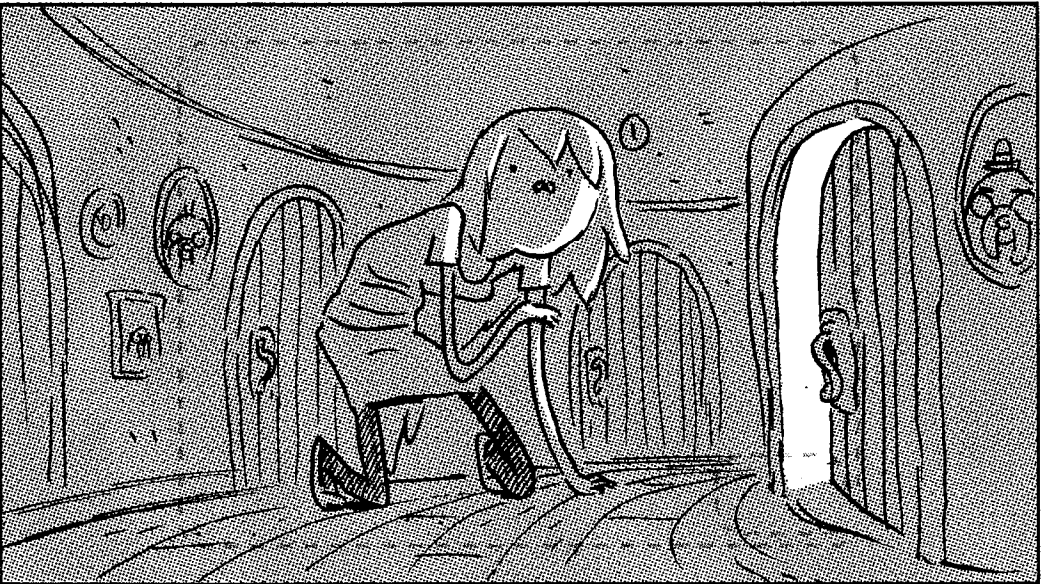
ADVENTURE TIME



Sc. 148 Pnl. F Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:	SFX: BONK
Action:	Black Bg dissolves
Timing:	(2)

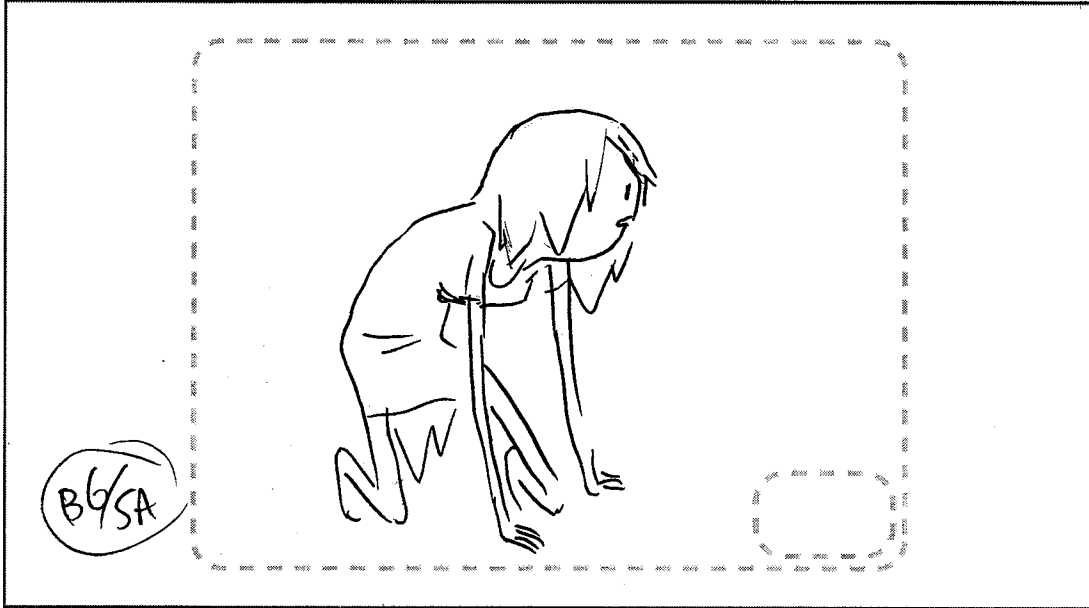
EPISODE # 100857

Production :

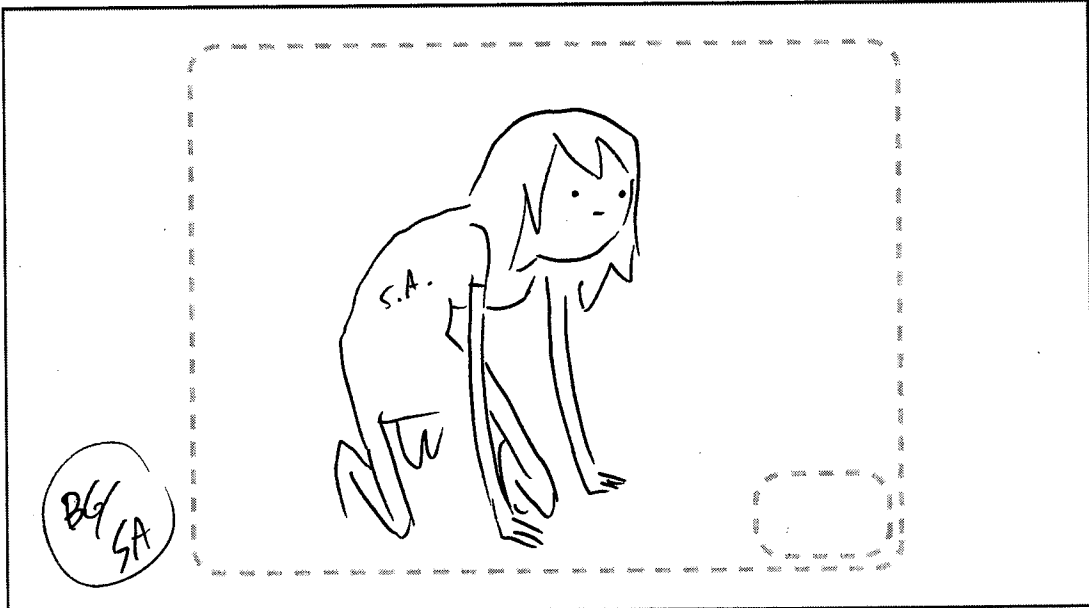
ADVENTURE TIME



Sc. 149 Pnl. B Bg. day night



Sc. 149 Pnl. C Bg. day night



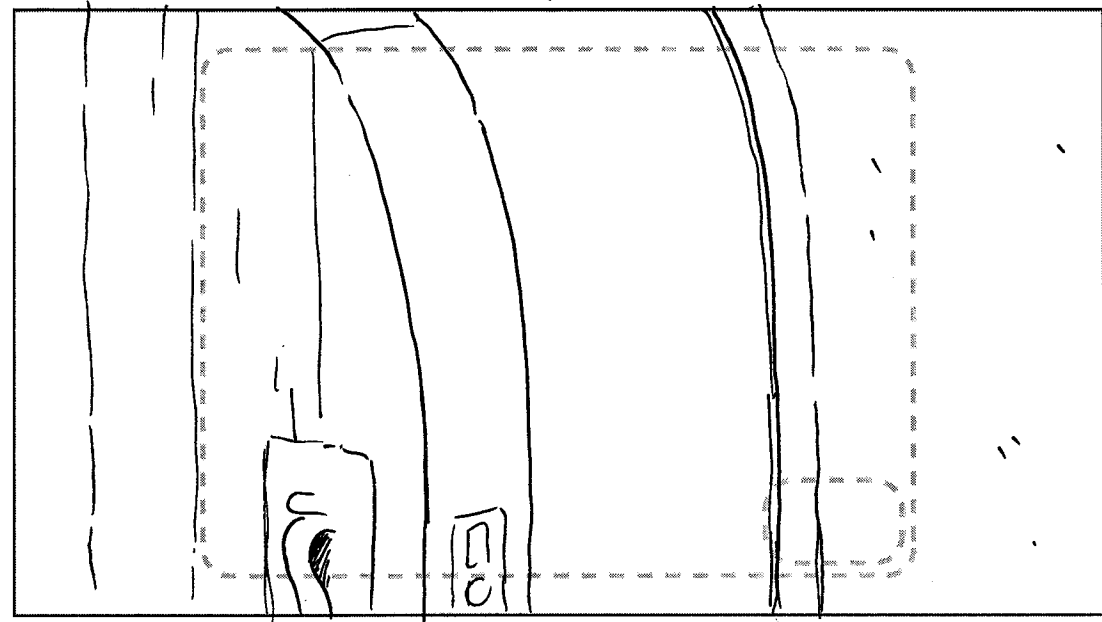
Dialog:	(M:) Hello? Finn?	(BABY FINN (O.S.): Listen up, Brian
Action:	(1) - Finn speaks (2) - Marceline moves head	
Timing:		

EPISODE # 100857  
B2S  
Production :

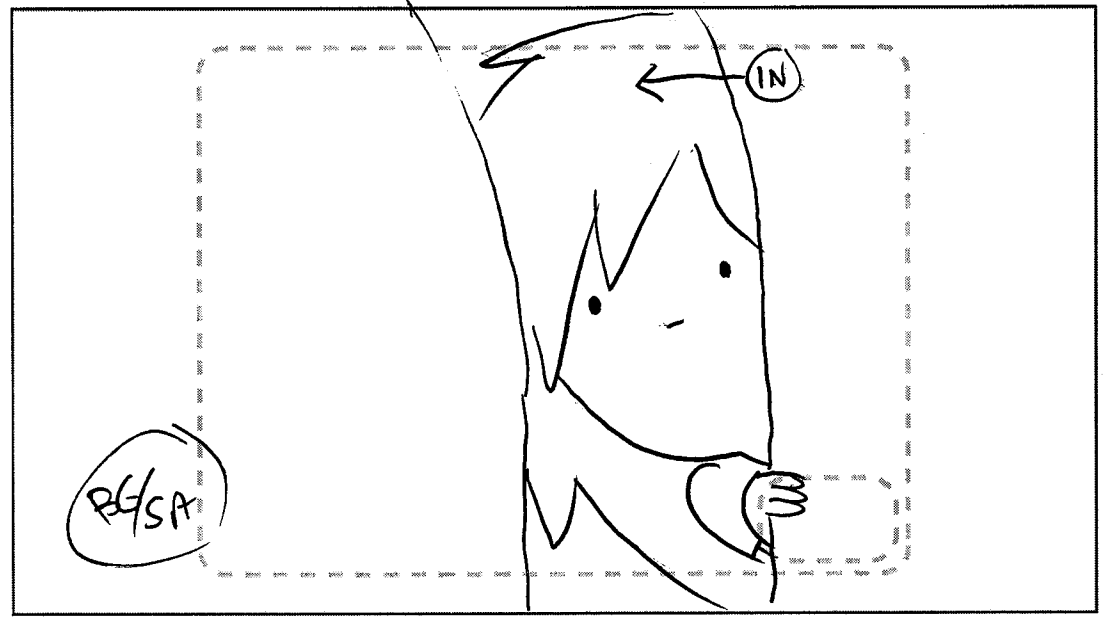
ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 150 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100857

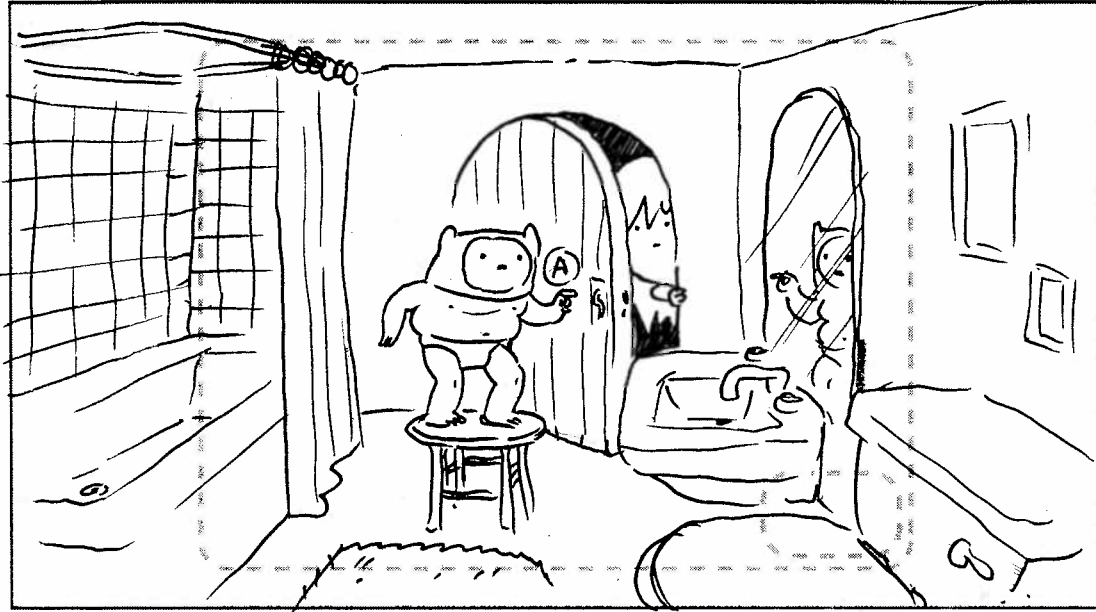
Production :

ADVENTURE TIME

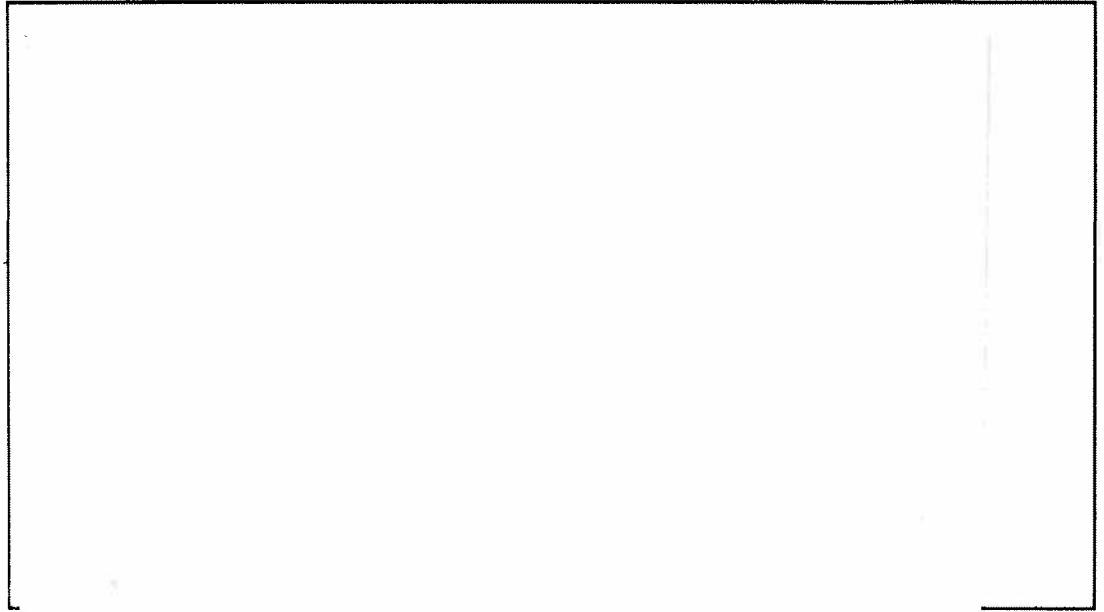



Page 194

Sc. 151 Pnl. A Bg. day night



Sc. 151 Pnl. B Bg. day night



Dialog:	Baby Finn: i'm a buff baby that can dance like a man i can shake-ah my fanny, I can shake-ah my can i'm a tough tootin baby, i can punch-ah your buns punch-ah your buns i can punch-ah your buns if you're an evil witch i will punch you for fun	BABY FUNN:
Action:	( baby finn dancing )	
Timing:	"  "	

EPISODE # 100857

Production :

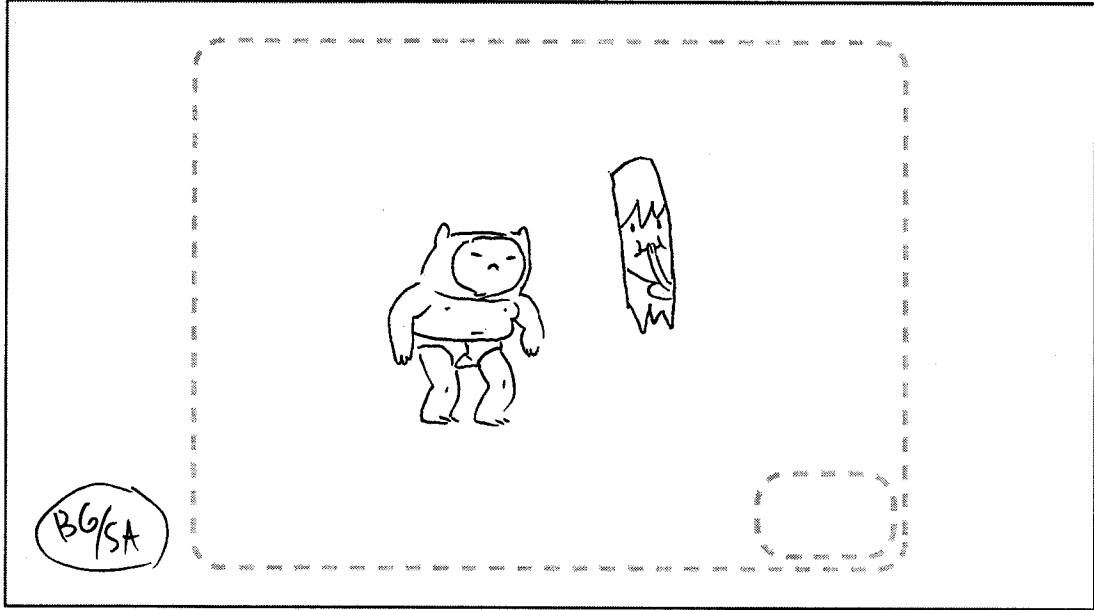


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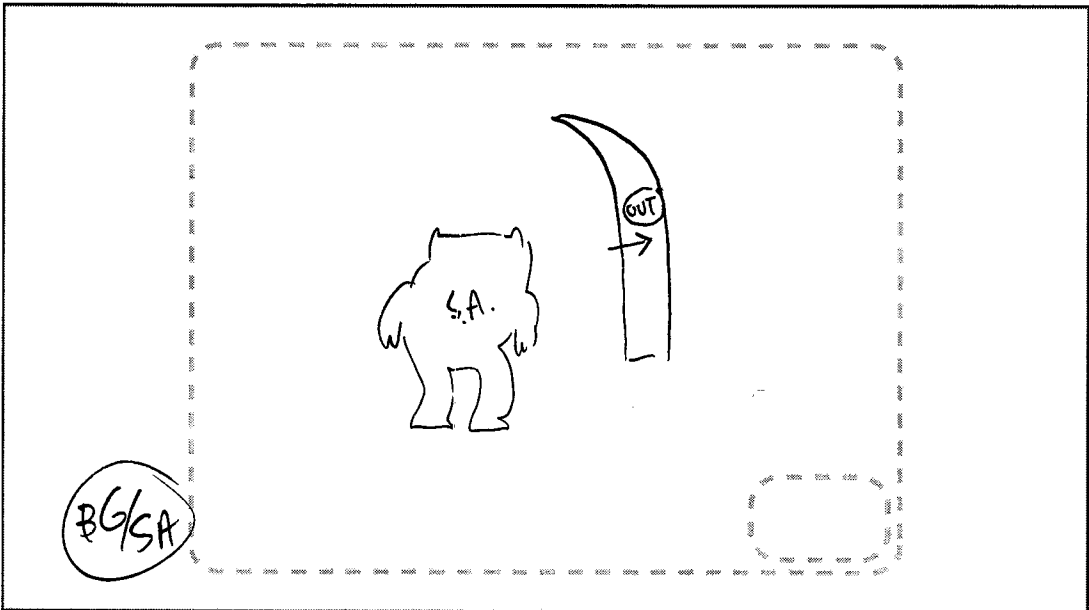
ADVENTURE TIME



Sc. 151 Pnl. C Bg. day night



Sc. 151 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100857

Production :

9328

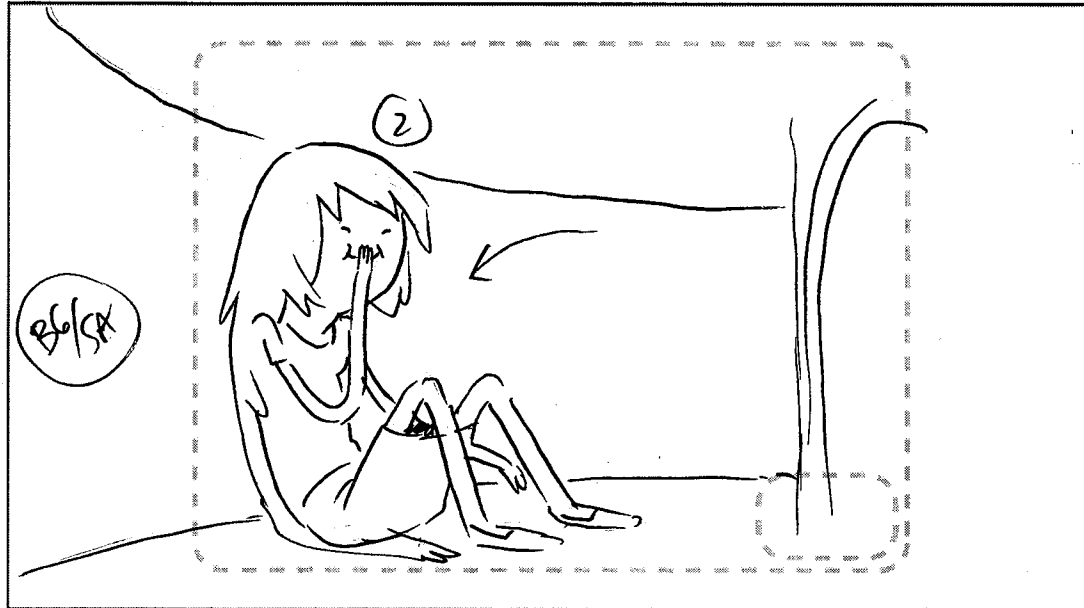
# ADVENTURE TIME



Page 196

Sc. 152 Pnl. A Bg.

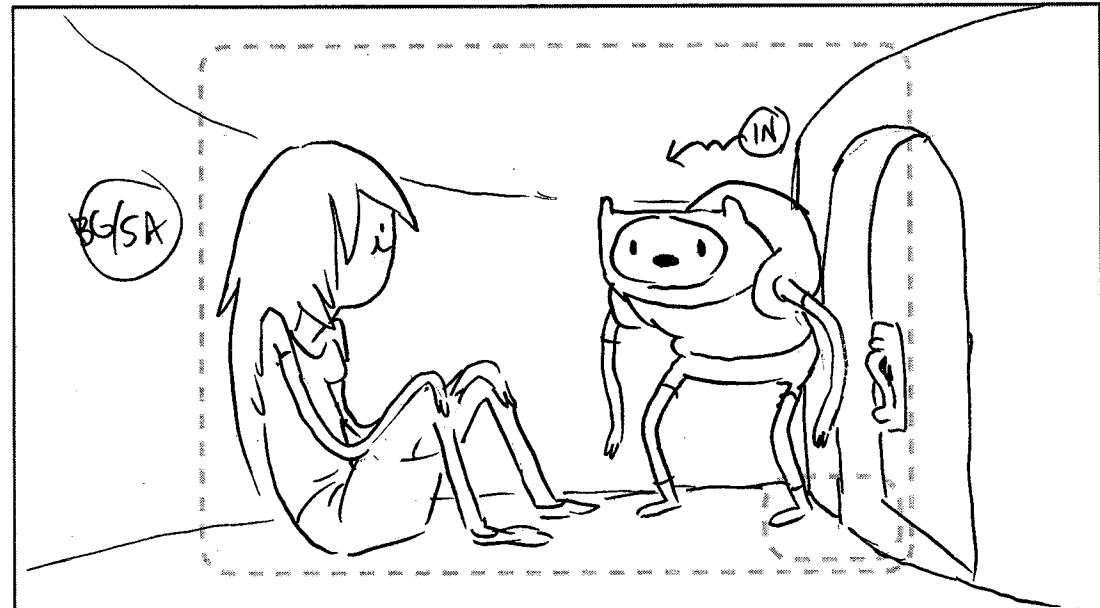
day night



Sc. 152

Pnl. B Bg.

day night



Dialog:

(M) \* pbbt \* giggle giggle -

Action:

Timing:



(F) Hey- there you are-

EPISODE #

100857

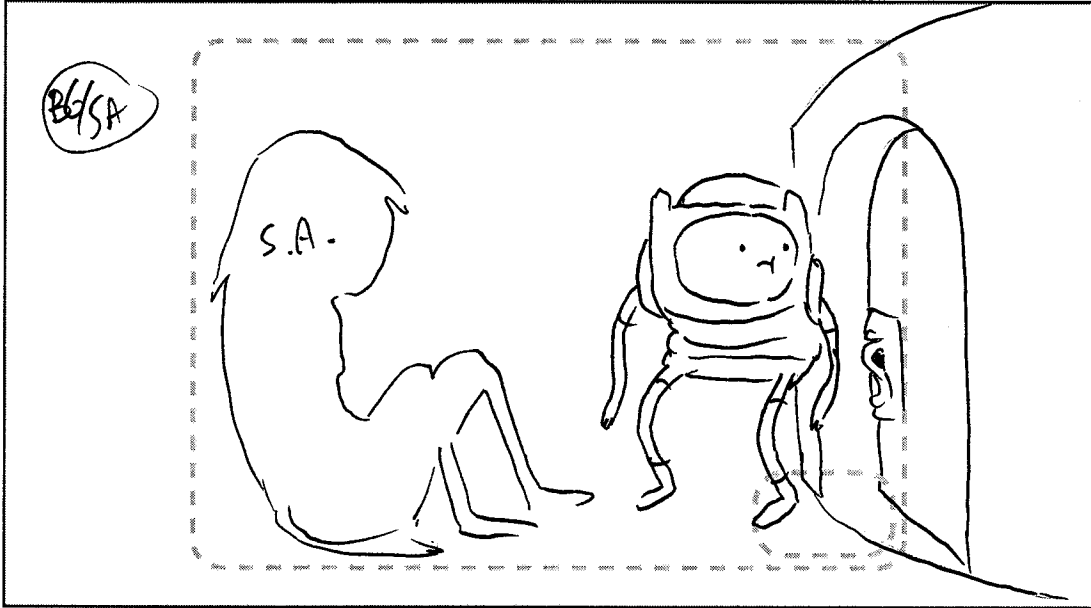
Production :

B29

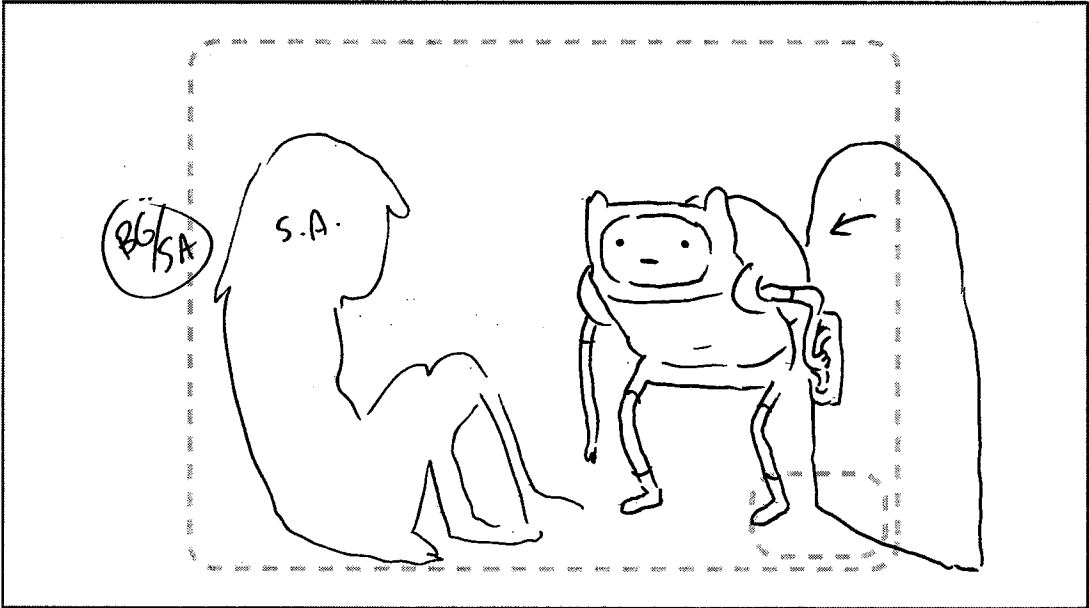
ADVENTURE TIME



Sc. 152 Pnl. C Bg. day night



Sc. 152 Pnl. D Bg. day night



Dialog:	
Action:	Finn casually, sneakily, shuts door
Timing:	

EPISODE #

100857

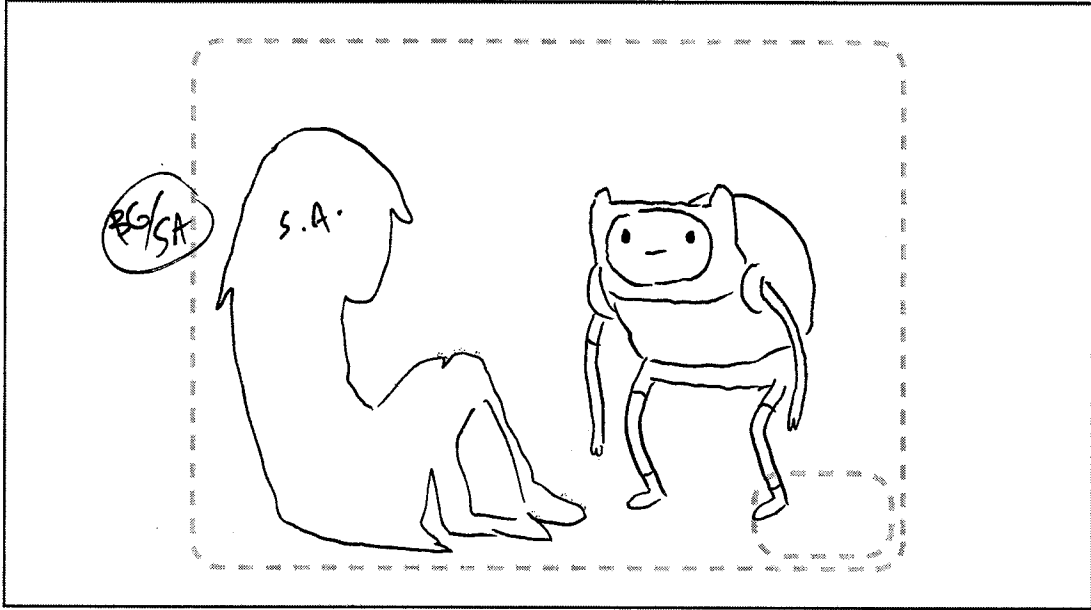
B30

Production :

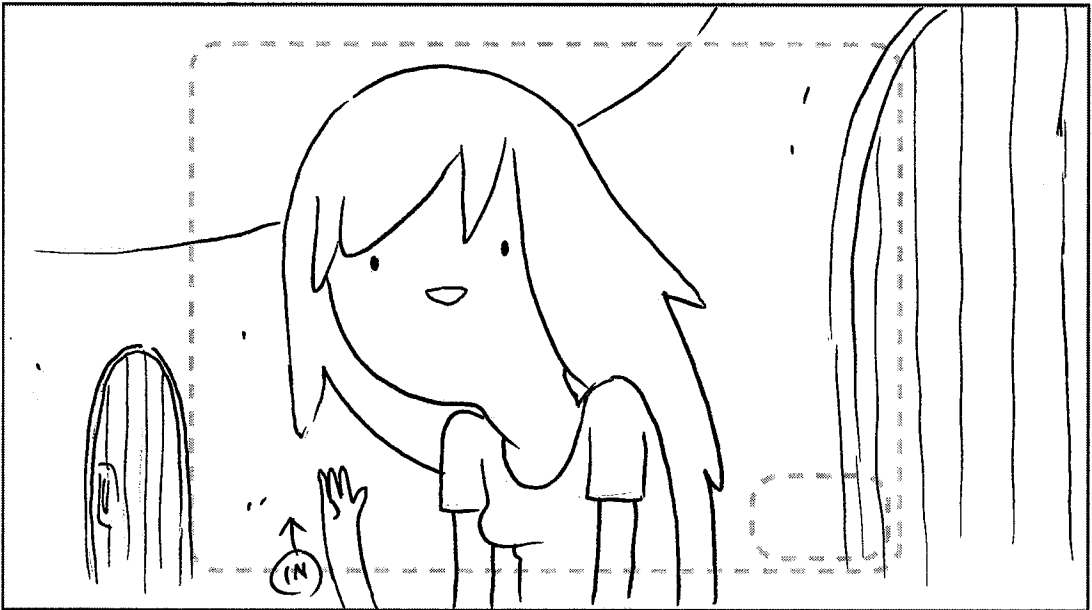
ADVENTURE TIME



Sc. 152 Pnl. E Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:	(M:) Finn, what's going on? What is this place?
Action:	
Timing:	

100857

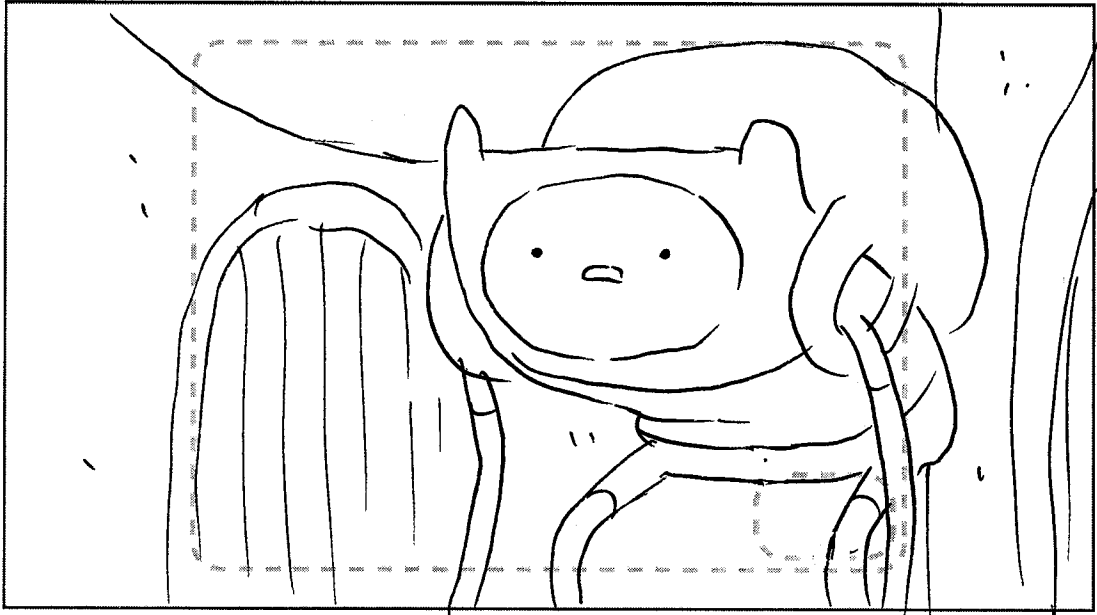
EPISODE #

Production :

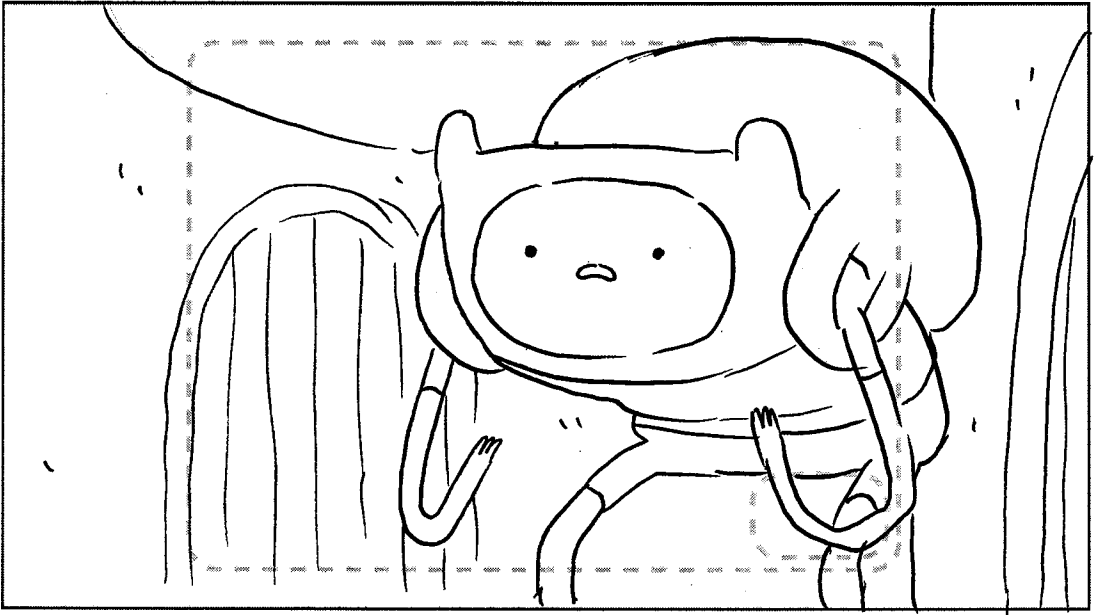
ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 154 Pnl. B Bg. day night



Dialog:	(F:) it's my old house-	(F:) That magic powder put you in my memories.
Action:		
Timing:		

EPISODE # 100857

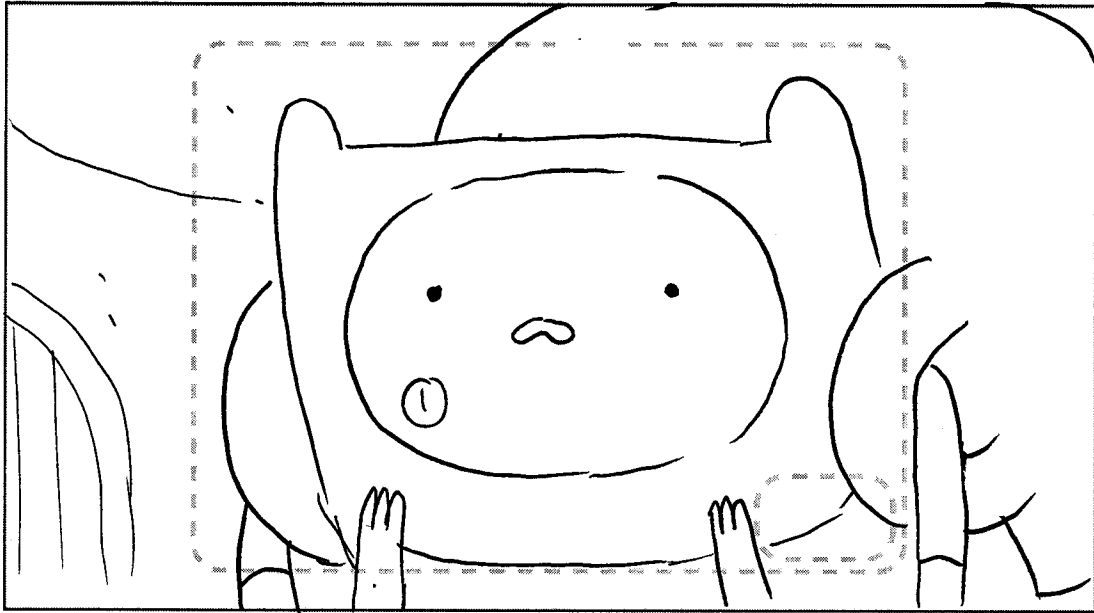
Production :

1332

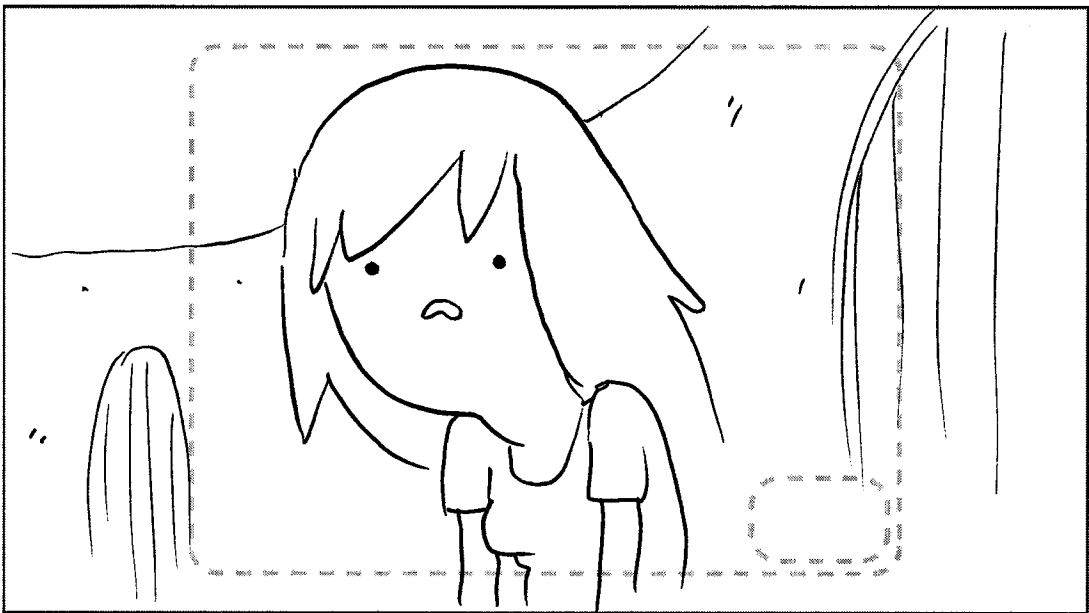
ADVENTURE TIME



Sc. 155 Pnl. A Bg. day night



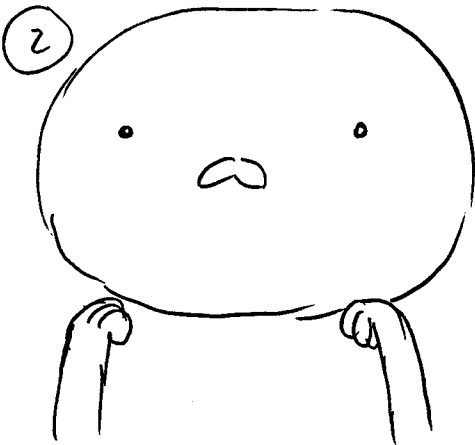
Sc. 156 Pnl. A Bg. day night



Dialog: ① Me + Jake were in yours before  
② But Ash tricked us into stealing your memory of breaking up with him.

Action:

Timing:



100857

EPISODE #

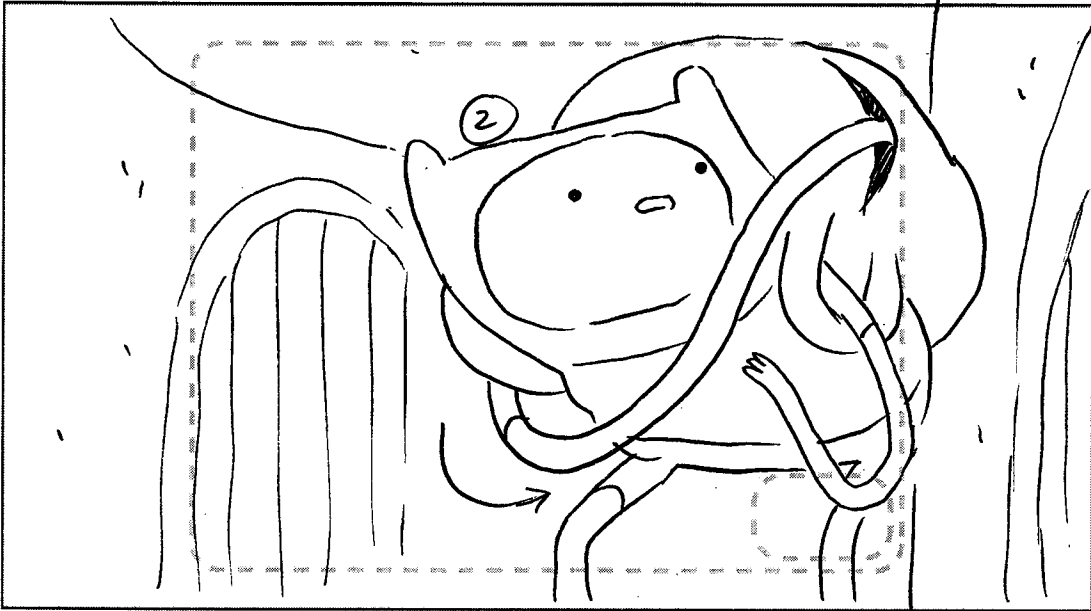
B53

Production :

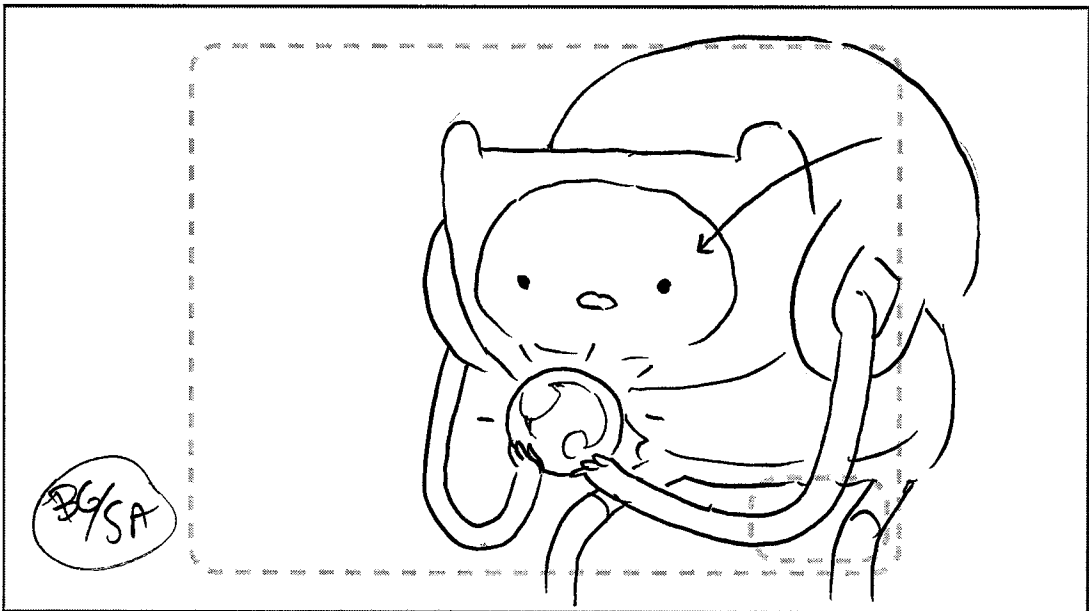
ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



Sc. 157 Pnl. B Bg. day night



Dialog:	(F:) But it's okay, cuz I saw the missing memory,	(F:) Now I have a memory of your memory in my memory.
Action:		
Timing:		



100857

EPISODE #

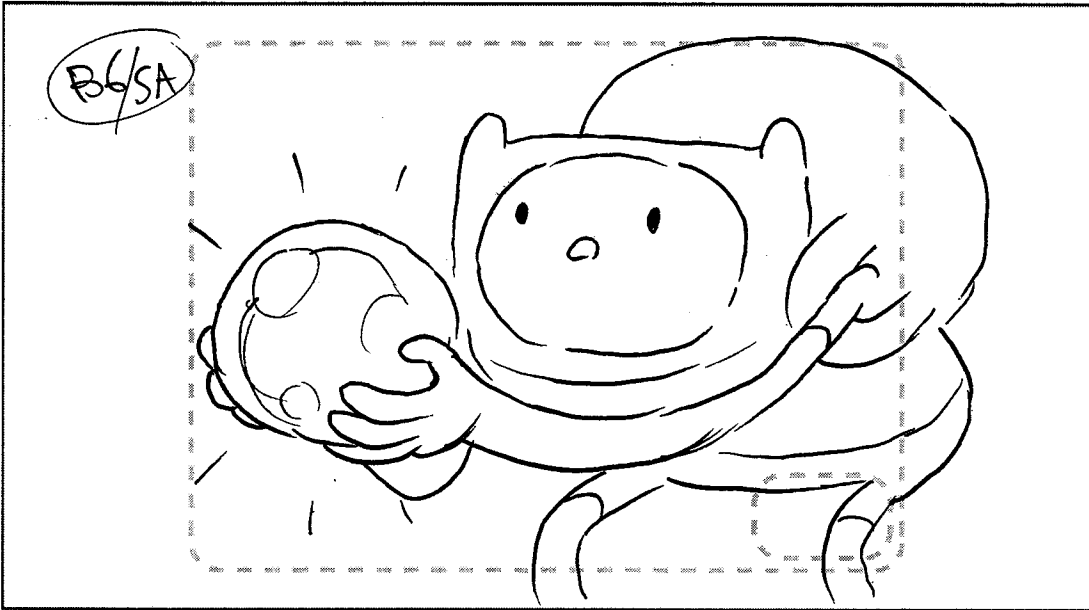
834

Production :

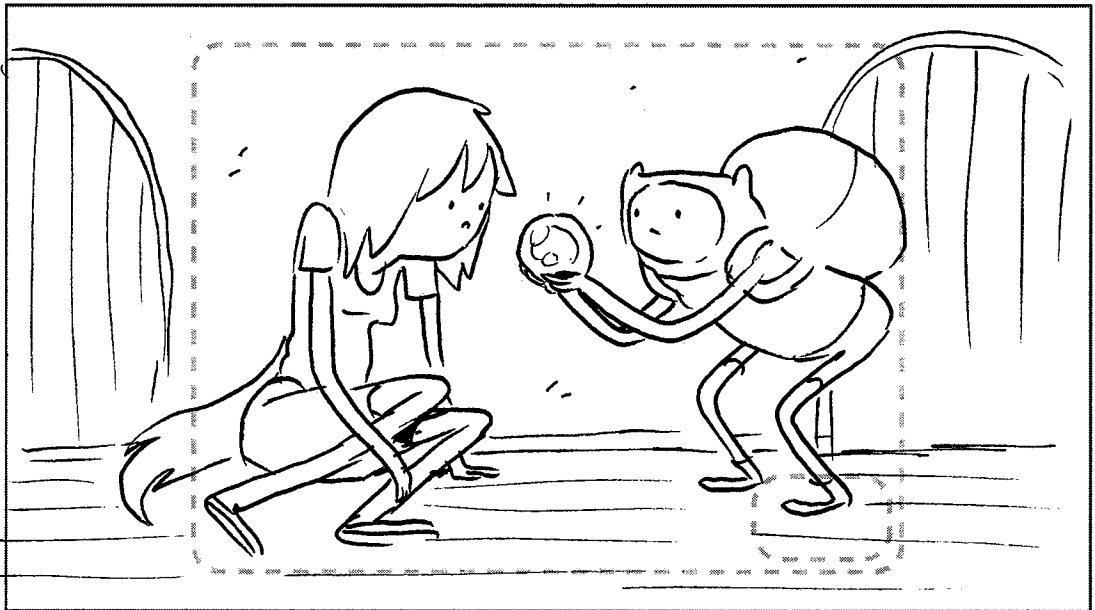
ADVENTURE TIME



Sc. 157 Pnl. C Bg. day night



Sc. 158 Pnl. A Bg. day night



Dialog:
(F:) see?
Action:
Timing:

EPISODE # 100857  
B35

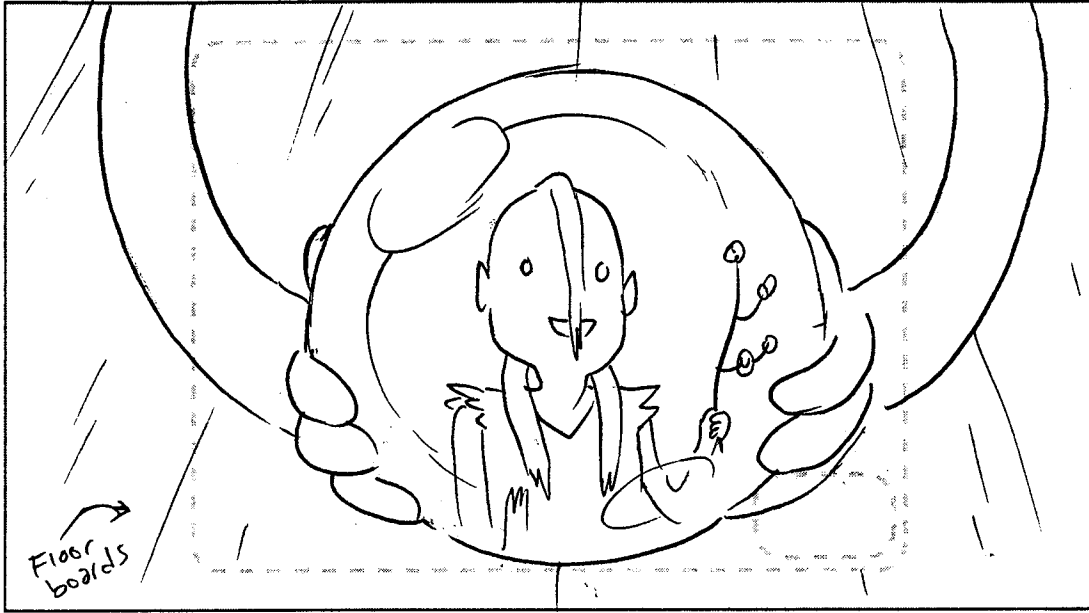
Production :



ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



Sc. 159 Pnl. B Bg. day night



Dialog:	(ASH) : I SOLD THAT TEDDY BEAR you love so much to a witch [some dialogue from before]	(MARCELINE) : IT'S OVER !! YOU PSYCHO !! [some dialogue from before]
Action:		
Timing:		

EPISODE #

100857

B56

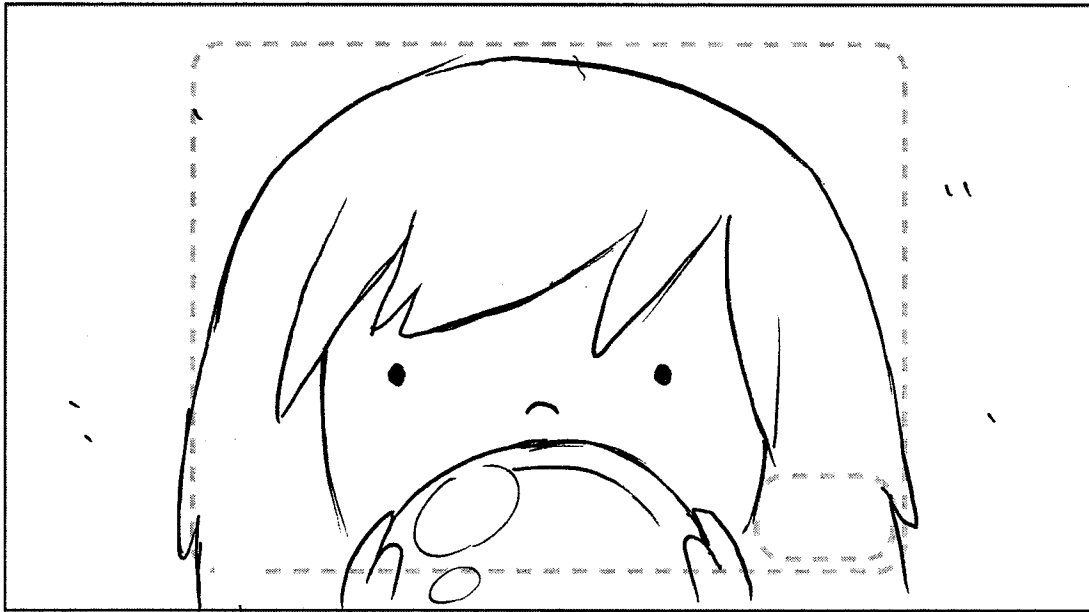
Production :

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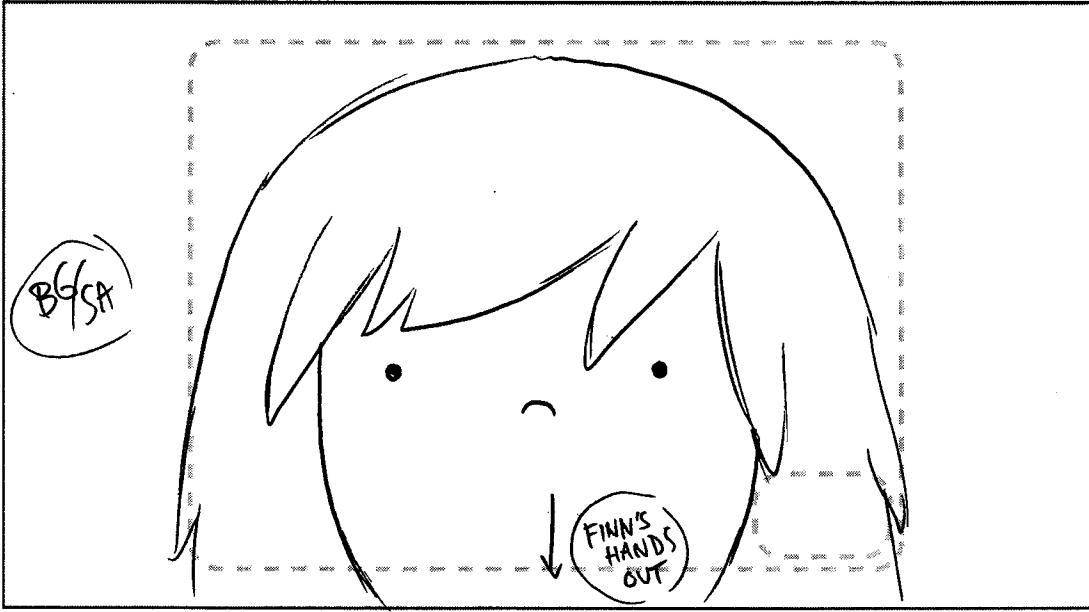
ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



Dialog:	* stomp stomp stomp - SLAM * [some SFX as before]
Action:	
Timing:	

Production :

EPISODE #

100857

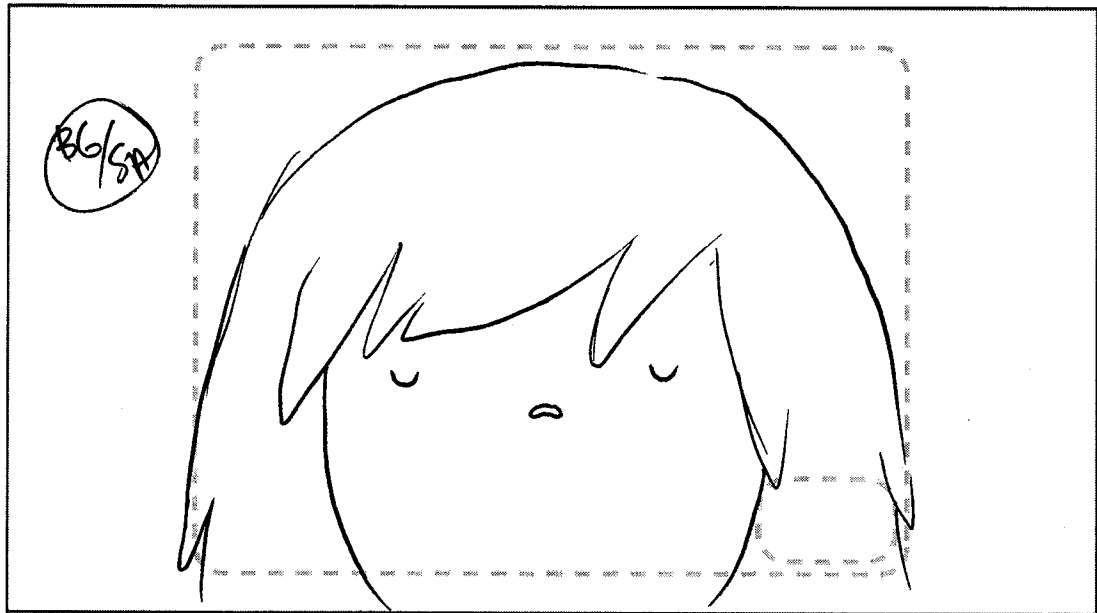
837

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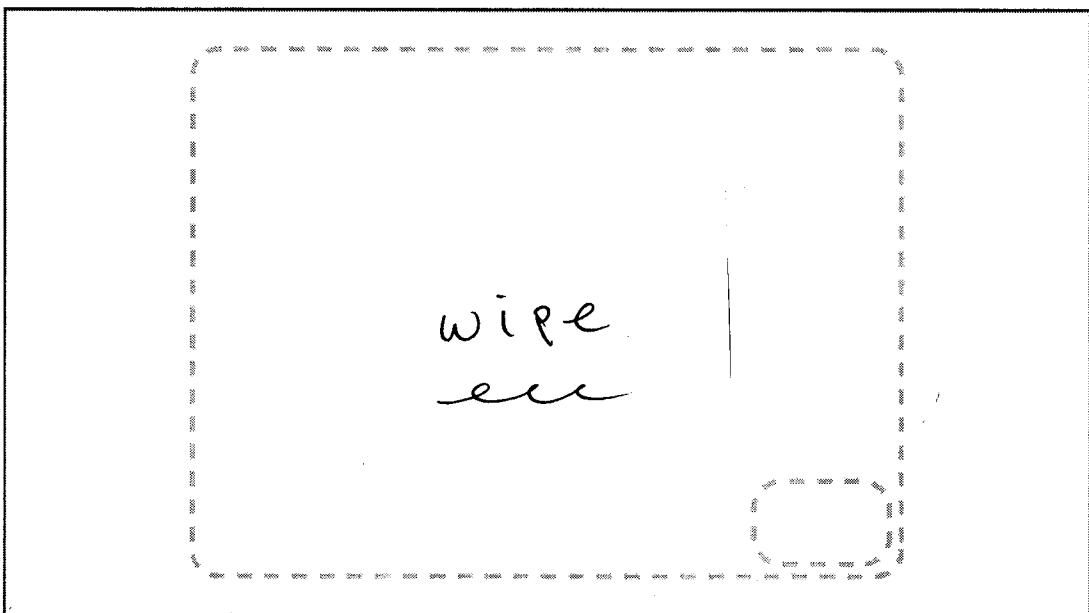
ADVENTURE TIME



Sc. 160 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(M:) Finn, I think I'd like to wake up now.
Action:	
Timing:	

EPISODE # 100857

Production :

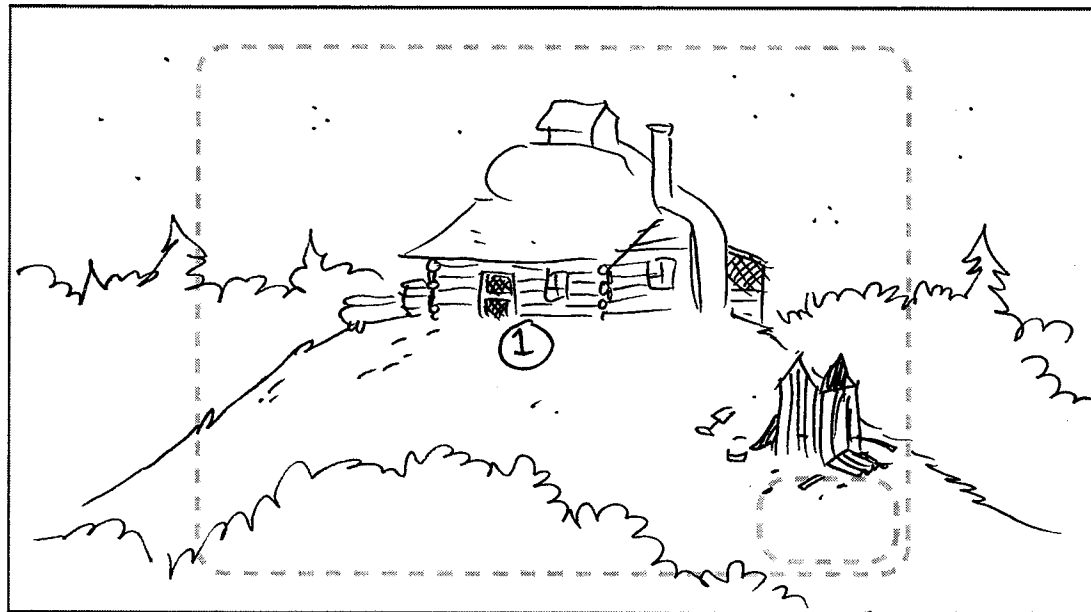
BZ8

# ADVENTURE TIME

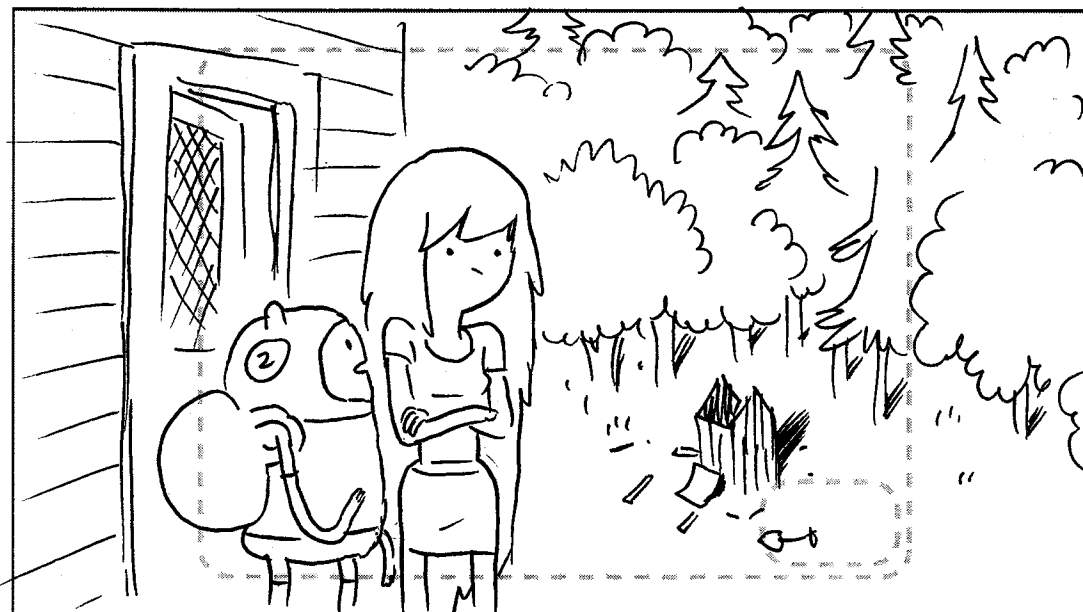


Page 206

Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



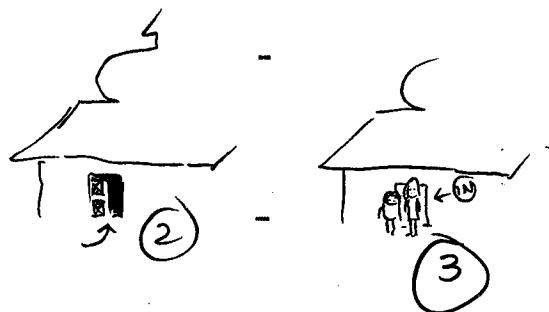
Dialog:

\* creak \*

(F:) You gonna be okay Marceline?

Action:

Timing:



EPISODE #

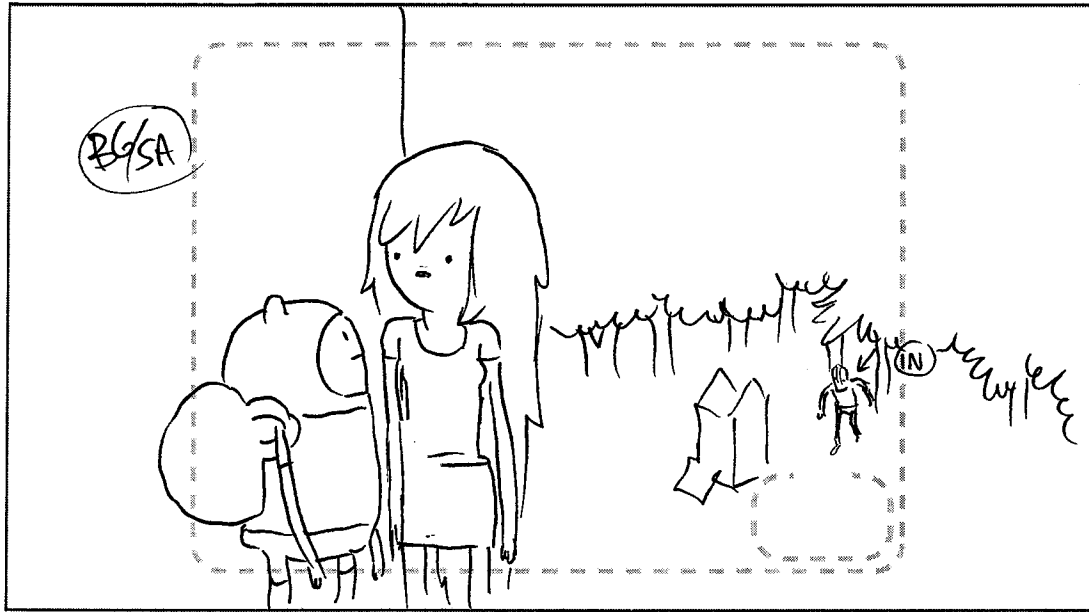
100857

B39

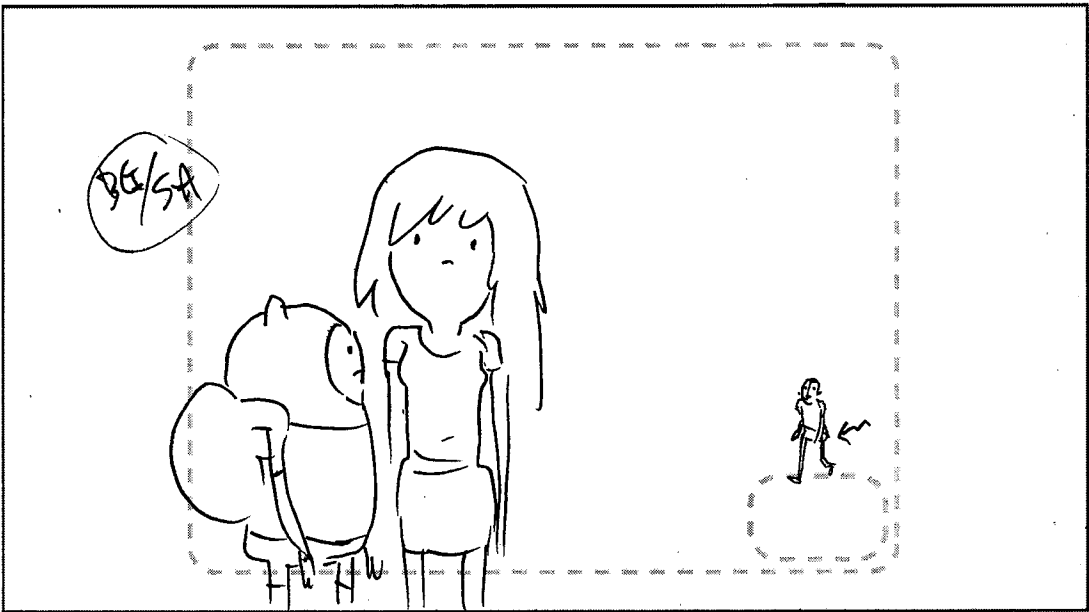
ADVENTURE TIME



Sc. 162 Pnl. B Bg. day night



Sc. 162 Pnl. C Bg. day night



Dialog:

(M:) Yeah, thanks Finn, →

Action: Ash walks in from woods -

Timing:

(M:) I -

(ASH:) YO, MAR-MAR!

} overlap

100857

340

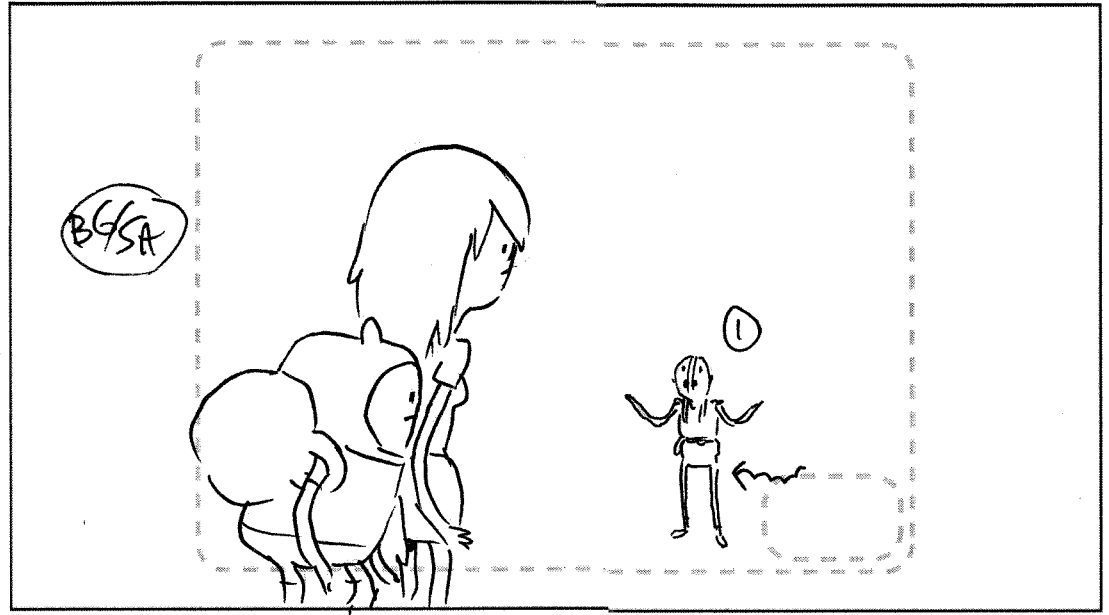
EPISODE #

Production :

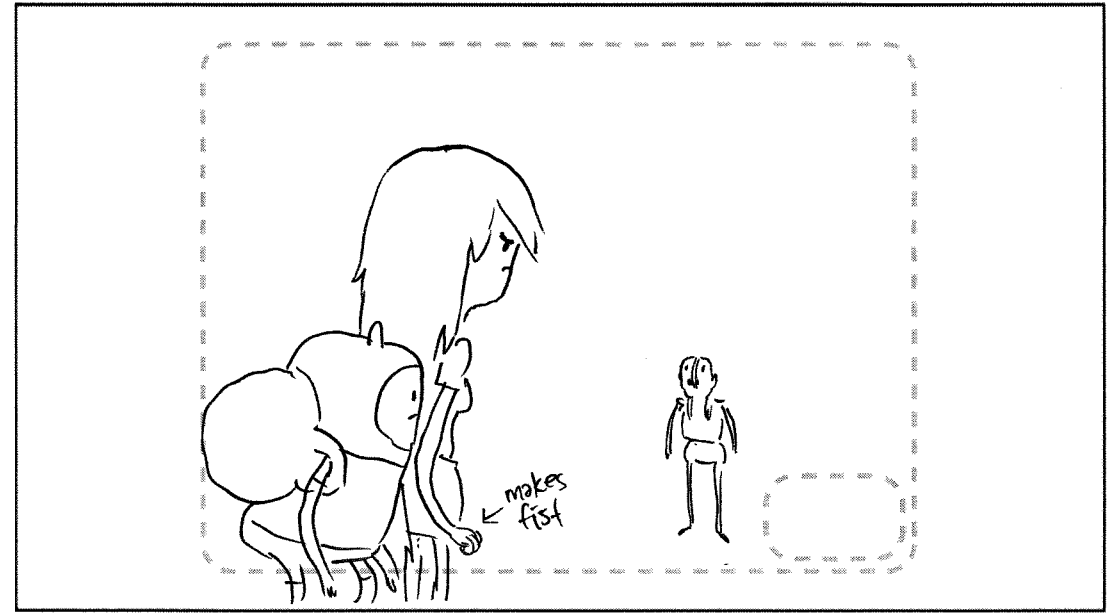
ADVENTURE TIME



Sc. 162 Pnl. D Bg. day night



Sc. 162 Pnl. E Bg. day night



Dialog:

(ASH): ① what's with the chump?

② c'mon - I said "no chumps."

Action:

Timing:

②

EPISODE #

100857

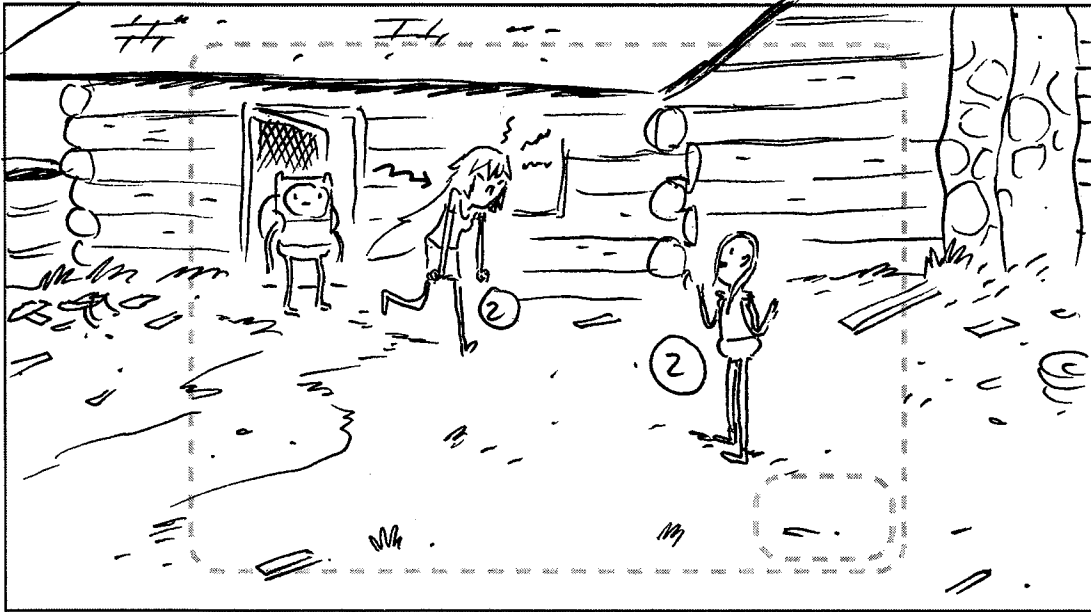
Production :

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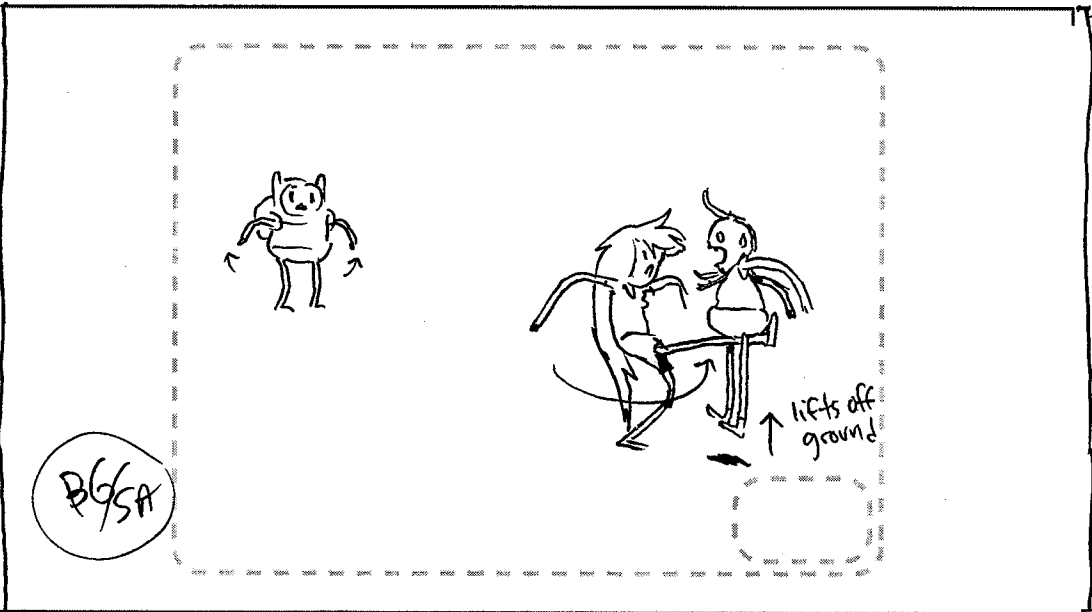
ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



Dialog:

ASH: Yay-uh!

Action:

Timing:



ASH: OHHHHhhhh !!

Marceline kicks Ash in groin

EPISODE #

100857

B42

Production :

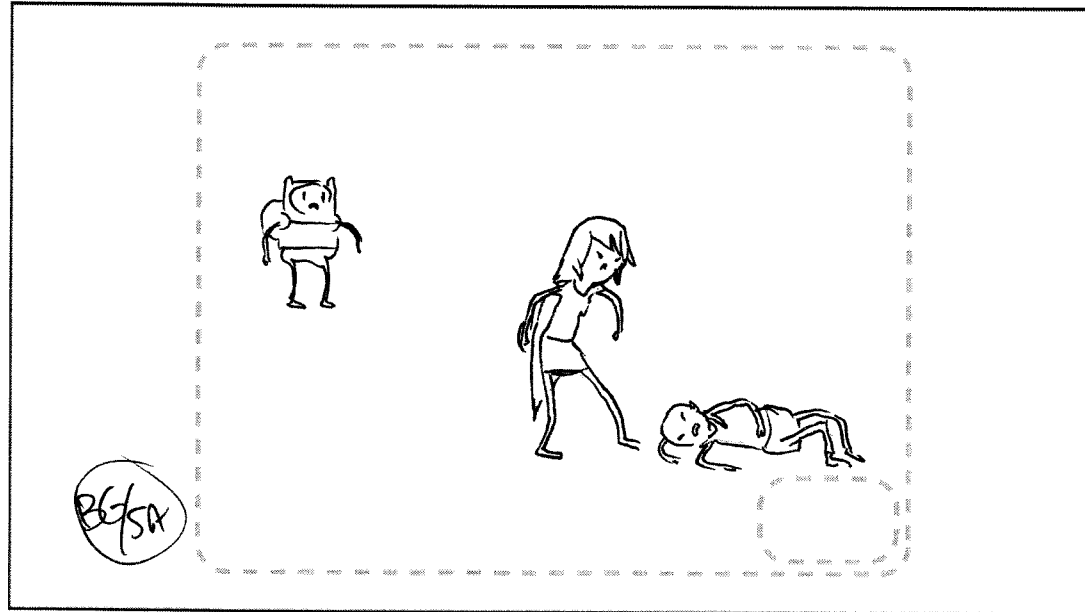
# ADVENTURE TIME



Page 210

Sc. 163 Pnl. C Bg.

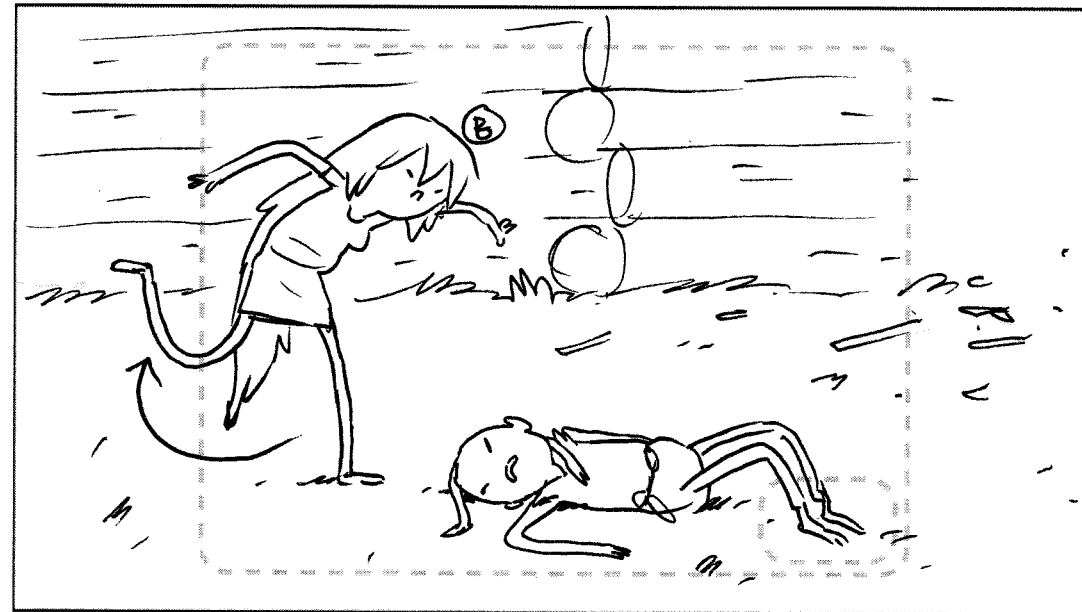
day night



Sc. 164

Pnl. A Bg.

day night



Dialog:

(ASH) \* MOAN \*

(ASH) \* moaning \*

Action:

Timing:



EPISODE #

100857



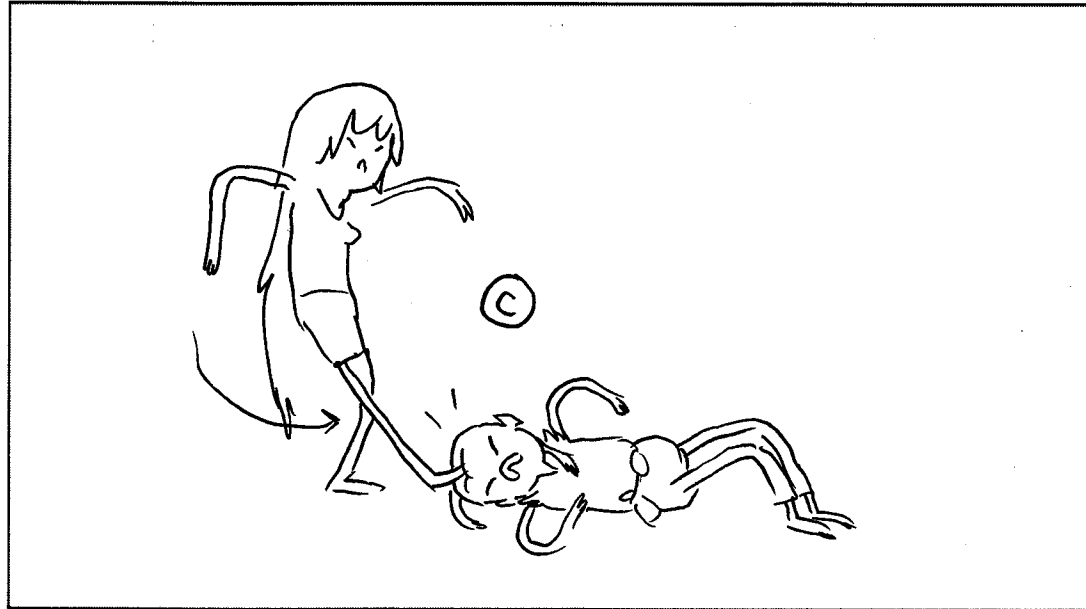
# ADVENTURE TIME



Page 211

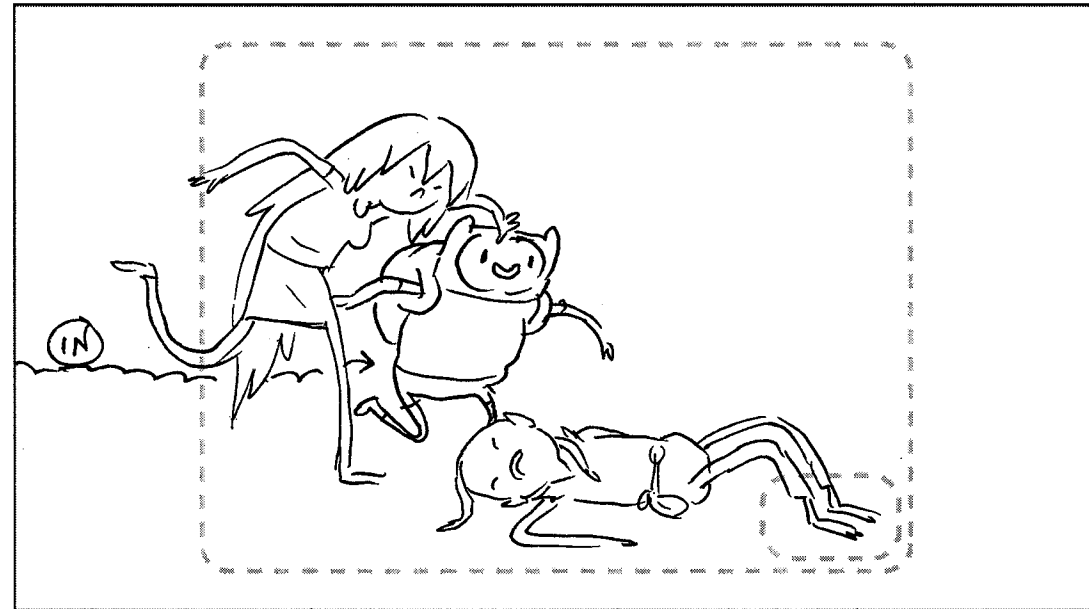
Sc. 164 Pnl. B Bg.

day night



Sc. 164 Pnl. C Bg.

day night



Dialog:

(ASH:) AH HG! AH HG! AH HG! (etc...)  
(each time he's kicked)

(F:) HA HA!!

Action:

Marceline kicks Ash over and over:  
(B)(C)(B)(C)(B)(C) etc...

Timing:

EPISODE #  
100857

Production :

B44

# ADVENTURE TIME



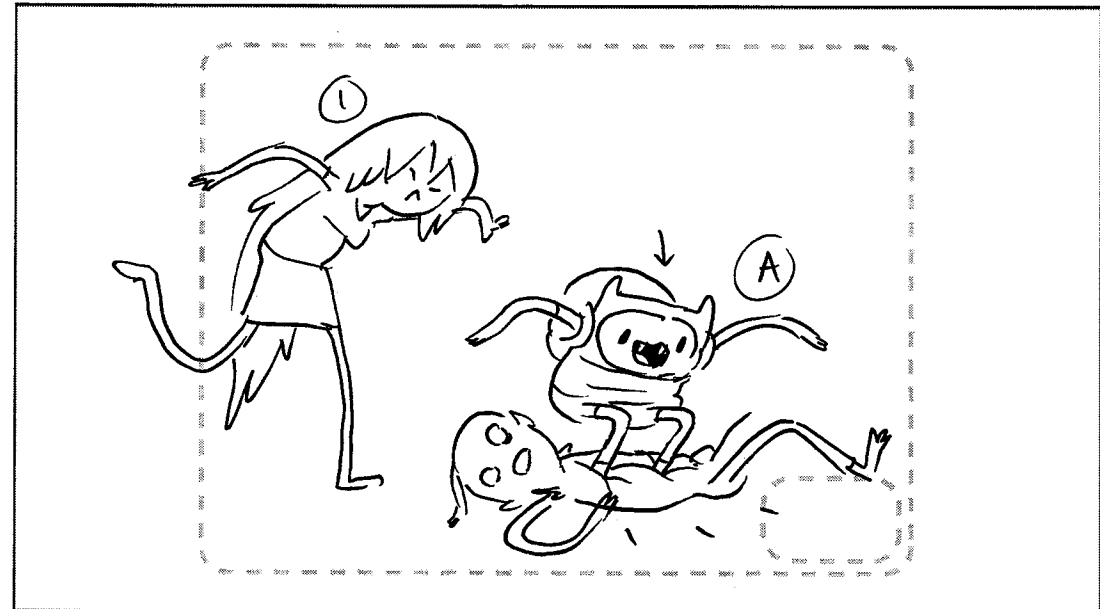
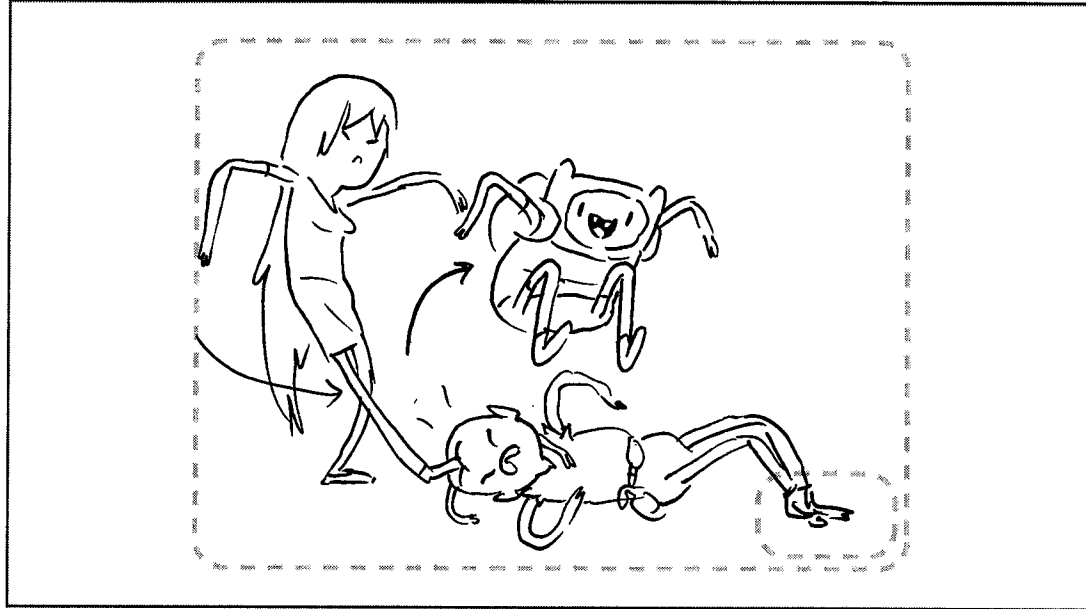
Page 212

Sc. 164 Pnl. D Bg.

day night

Sc. 164 Pnl. E Bg.

day night



100857

EPISODE #

BYS

Dialog:

ASH: Ugh!

FINN: Hee-Hee

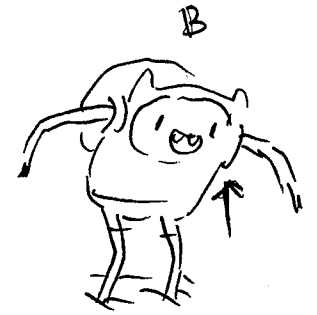
Action:

Finn runs in and starts jumping up + down on Ash.

Timing:

cycle:  
FINN: ABC ABC  
ABC  
MARC: 121212

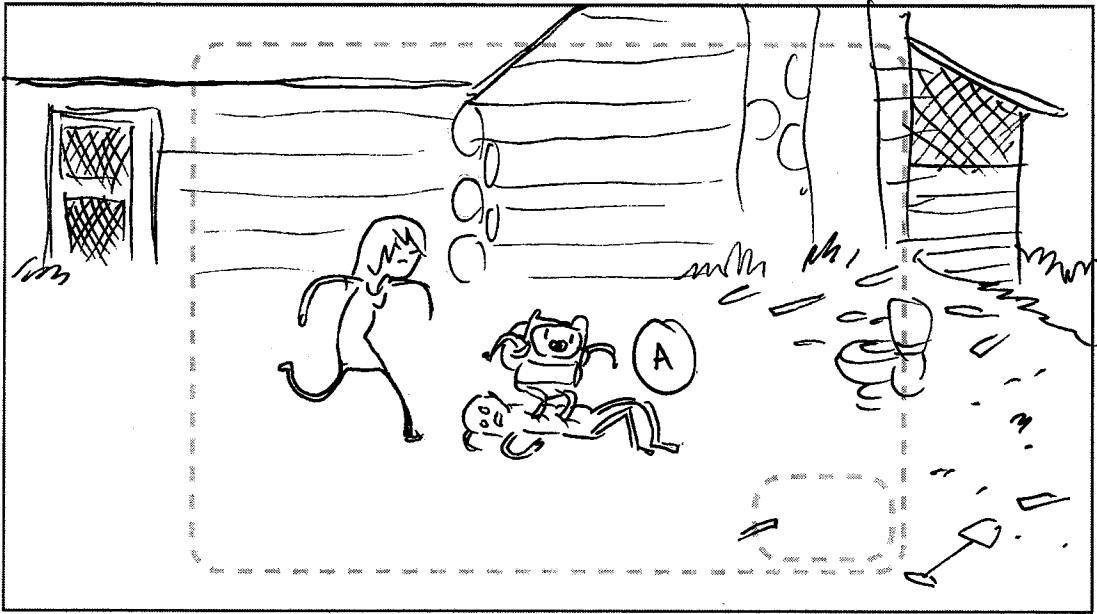
ASH: ACK! ACK! ACK! FINN: HA HA! HEE HEE! Get Lost Goober!!



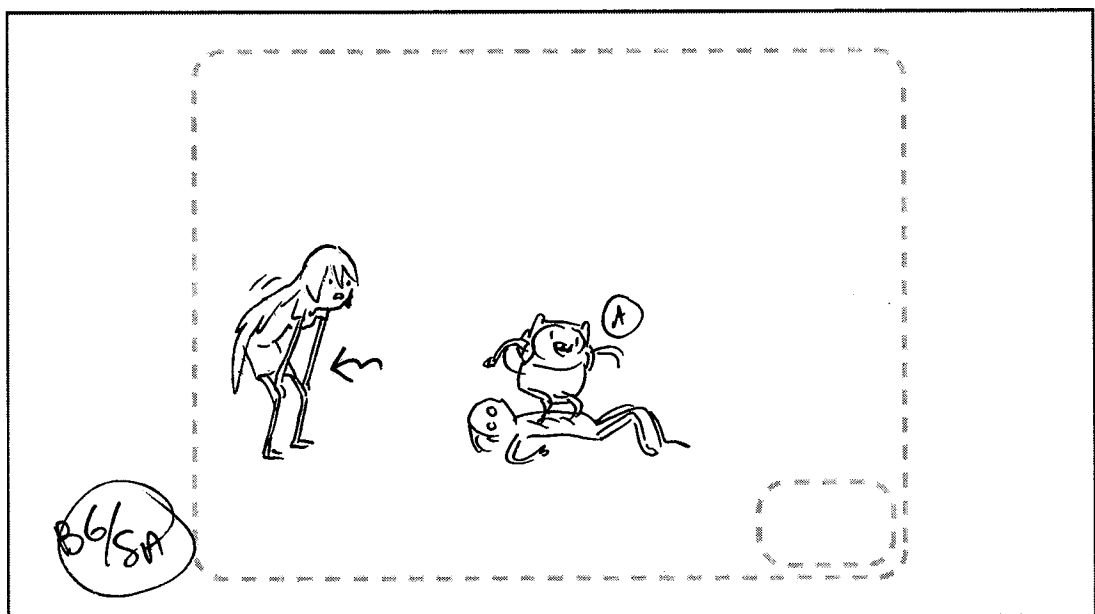
ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 165 Pnl. B Bg. day night



Dialog: (F:) HA HA Hee! Hee!! Get Lost!  
(ASH) \*Augh Agh\* walla  
(M:) \* panting \*  
(F:) Ha Ha!

Action: (A) (B) (A) (B) etc.  
- Marceline steps backward and rests, panting  
- Finn keeps jumping A B A B

Timing:

100857

EPISODE #

Production :

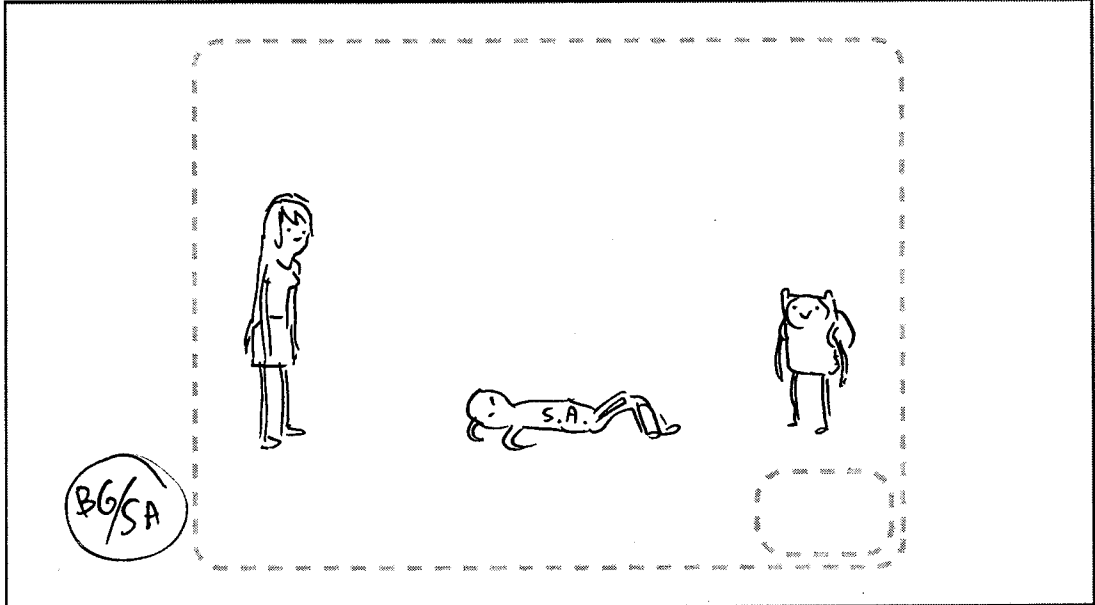
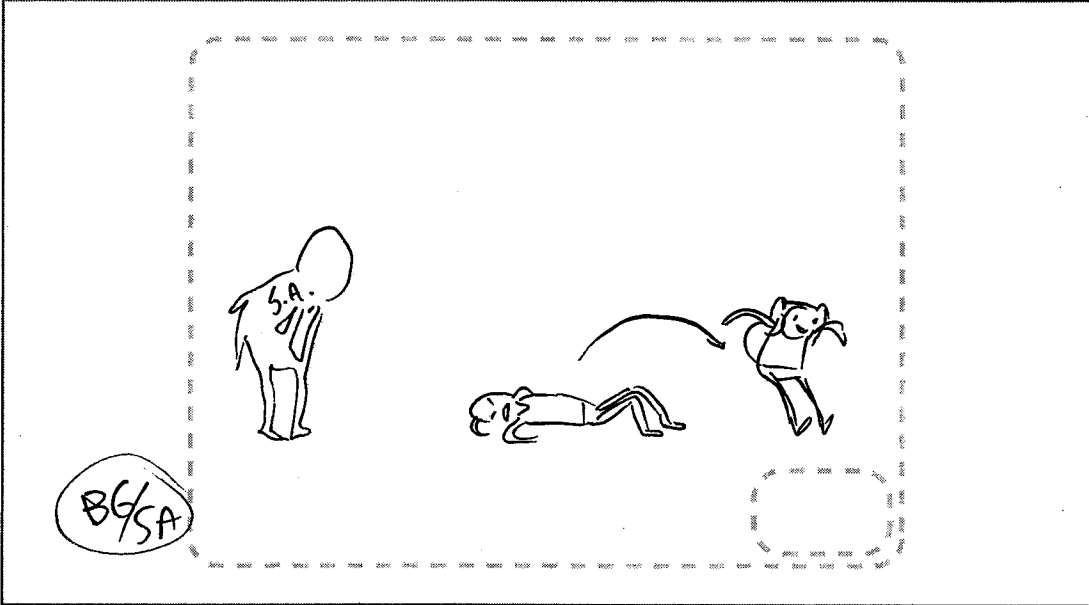
B4C

ADVENTURE TIME



Sc. 165 Pnl. C Bg. day night

Sc. 165 Pnl. D Bg. day night



Dialog:

Action:

Timing:

EPISODE #

100857

Production :

B47

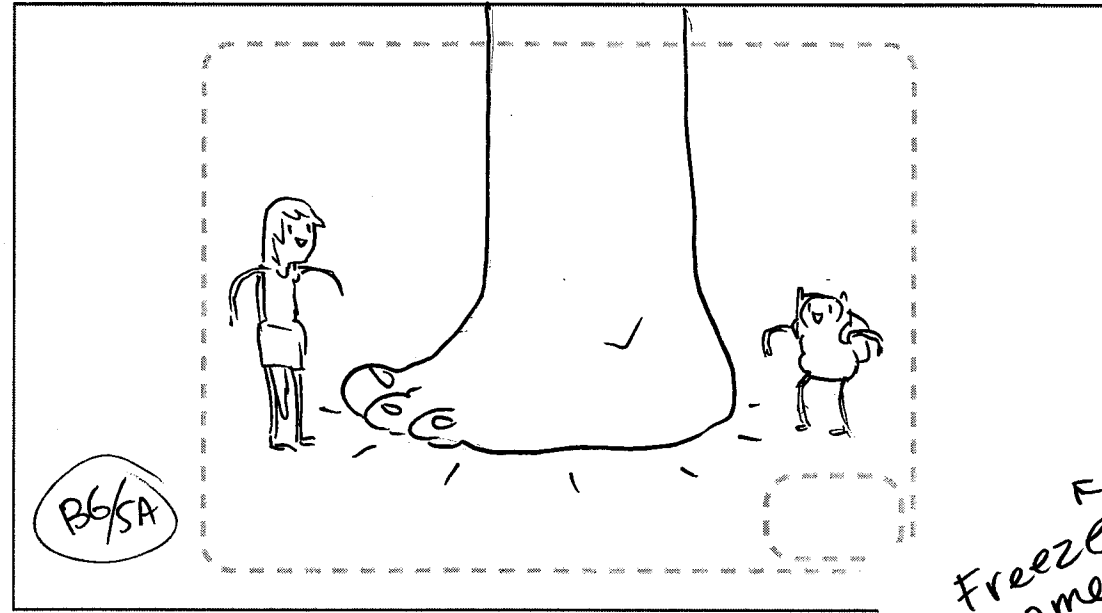
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# ADVENTURE TIME

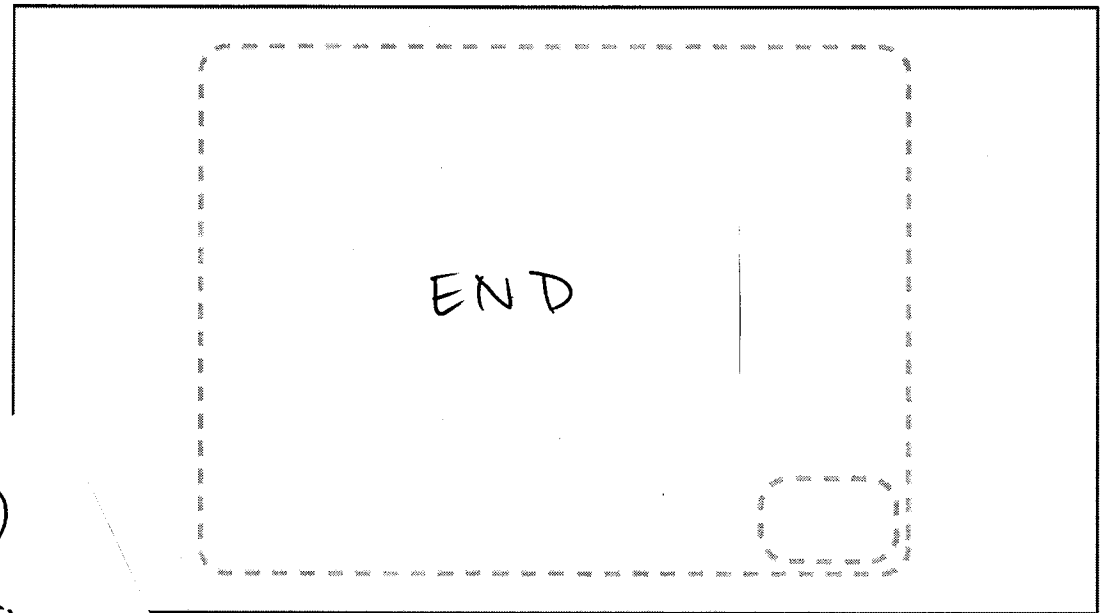


Page 215

Sc. 165 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
* STOMP *
Action:
Jake stomps in as foot.
Timing:

EPISODE # 100857

Production :

B48

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